

**User's and Programming Guide**  
**HP ESG-D Series Option 202 Signal Generators**  
**EDGE Digital Modulation Format**

**Serial Number Prefixes:**

(Affix Label Here)



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# 1 The EDGE Digital Modulation Format

This guide describes features specific to the EDGE digital modulation format (Option 202). This includes an overview of the EDGE communications standard, as well as information regarding the use of EDGE format softkeys, functions, operations, a SCPI command reference, a SCPI command cross-reference, and programming examples.

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## Overview

The Enhanced Data Rates for GSM Evolution (EDGE) digital communications standard defines a voice and data over-air interface between a mobile radio and the system infrastructure. This standard was designed as the basis for a private radio communications system. A central control center is linked to multiple base station sites which provide the required coverage.

The EDGE digital communications standard employs a 8:1 Time Division Multiple Access (TDMA) allowing eight channels to use one carrier frequency simultaneously. The 812.5 kbits/second raw bit rate is modulated with  $3\pi/8$  rotating 8PSK. This standard defines the channel separation as 200 kHz at carrier frequencies between 935 and 960 MHz (downlink transmissions) and 890 to 915 MHz (uplink transmissions) at a power level ranging between 3.7 mW and 20 W. The standard specifies a physical TCH with two logical components: a logical TCH and the SACCH.

The EDGE framing structure is based on a hierarchical system consisting of timeslots, TDMA frames, multiframes, and hyperframes. One traffic channel consists of either 471 or 468 modulated bits including tail, encryption, stealing, training sequence, and guard time bits. Eight of these bursts make up one TDMA frame. Twenty-six TDMA frames make up one multiframe. Frames 12 and 25 in the multiframe are dedicated to control channel signaling (SACCH).

Guard time appears in the visual representation of the timeslot as a 24.75-bit field. In the actual implementation, the guard time field in timeslots 0 and 4 are 27 bits long and the remaining timeslots contain 24 bit fields.

## **2** Using Functions

This section contains procedures that show you how to use some of the primary capabilities of the EDGE format.

---

## Setting Up Internally-Generated Digital Modulation in a EDGE Format

Using this procedure you will configure the signal generator to output a  $3\pi/8$  rotating 8PSK digitally modulated signal in a EDGE format with the following characteristics:

- carrier frequency set to 891 MHz
- power level set to -5 dBm
- timeslot 0 activated and configured as a Custom channel
- a fixed 4-bit repeating sequence selected as the data pattern for timeslot 0
- timeslot 7 activated and configured as a Normal channel
- 4 1's & 4 0's selected as the data pattern for timeslot 7

### Setting the Carrier Frequency

1. Preset the signal generator to normal preset conditions.
2. Press the front panel **Frequency** key. Frequency becomes the active function and the normal preset value for frequency is displayed in the active entry area.
3. Enter 891 MHz using the numeric keypad and pressing the **MHz** terminator softkey. The new carrier frequency is shown in the frequency area of the display. You should see:

```
891.000 000 00 MHz
```

### Setting the Power Level

1. Press the front panel **Amplitude** key. Amplitude becomes the active function and the normal preset value for amplitude is displayed in the active entry area.
2. Enter -5 dBm using the numeric keypad and pressing the **dBm** terminator softkey. The new power level is shown in the amplitude area of the display. You should see:

```
-5.00 dBm
```

### Selecting the Data Format

1. Press the front panel **Mode** key.
2. In the softkey menu, press **Real Time I/Q BaseBand** (if it appears) > **TDMA** > **EDGE** to access the EDGE softkey menus.
3. Toggle the **Data Format Pattern Framed** softkey to **Framed**. When you select **Framed** for bursting the frame envelope, you will be transmitting framed data. This means that you will be bursting the timeslots that you have activated and there will be no RF carrier during the off timeslots. Notice that **Configure Timeslots** has become an active softkey.

## Setting Up Timeslot 0

1. Observe the display and notice that the normal preset condition for timeslot #0 has the timeslot turned on and configured as a normal channel. Press **Configure Timeslots**. Next, look at the softkeys. The **Timeslot #** softkey shows that timeslot #0 is selected as the active timeslot. The **Timeslot Off On** softkey shows that timeslot #0 is turned on. Finally, the **Timeslot Type** softkey shows that timeslot #0 is configured as a normal channel.
2. Change the timeslot type to Custom timeslot by pressing the **Timeslot Type** softkey. Another menu of softkeys is displayed. Press the **Custom** softkey. You are automatically returned to the previous menu of softkeys. Notice that the **Timeslot Type** softkey has changed from **Normal** to **Custom**. Also notice that the display shows timeslot #0 configured as a Custom timeslot.
3. Configure the data pattern for the timeslot by pressing **Configure Custom**. Another menu is displayed showing you data choices for the timeslot's transmission. Notice that the display has changed showing you a visual representation of the timeslot. **PN9** is shown as the default timeslot transmission data.

Press **Data > FIX4** to change the transmitted data to a fixed 4-bit repeating sequence. The default 4-bit repeating sequence of 0000 is shown in the active entry area of the display. To change the pattern from 0000 to 1010, press **1 > 0 > 1 > 0** and the **Enter** terminator softkey. You should see:

Data: 1010

## Setting Up Timeslot 7

1. Press the front panel **Return** key twice.
2. Select timeslot #7 as the active timeslot by pressing the **Timeslot #** softkey followed by 7 and the **Enter** terminator softkey. The current active timeslot (#7) is displayed in the active entry area.
3. Turn on timeslot #7 by toggling the **Timeslot Off On** softkey from **Off** to **On**.
4. Configure the data pattern for the timeslot by pressing **Configure Normal**. Another menu of softkeys is displayed that allows you to edit the fields in the timeslot. Press **E > Other Patterns > 4 1's & 4 0's** to fill the E field with a repeating sequence of four 1's followed by four 0's. You should see:

E: P4

## Turning On the EDGE Format and the Modulation

The signal generator is now configured to burst two uplink timeslots with a  $-5.0$  dBm,  $3\pi/8$  rotating 8PSK digitally modulated carrier at 891 MHz. Follow these remaining steps to output the framed data.

1. Press **Return** twice to move up two levels of softkey menus until the first EDGE menu is displayed. (The first softkey in this menu is **EDGE Off On**.) Press the **EDGE Off On** softkey. The EDGE format toggles from **Off** to **On**. At this time the internal baseband generator will generate the internal data patterns that you have configured for timeslots 0 and 7. Notice that the following display annunciators are turned on:
  - **EDGE** indicates that you have enabled the EDGE standard
  - **I/Q** indicates that I/Q modulation is being generated
  - **ENVLP** indicates that burst is activated for transmitting framed data
2. Press the front panel **RF On/Off** key to toggle RF on. Notice that the display annunciator changes from **RF OFF** to **RF ON**. The modulated signal is now available at the RF OUTPUT connector.



---

## Table Editor Basics

The signal generator provides several table editors that enable you to:

- build a customized digital modulation (for details on using the FSK table editor, see [page 2-18](#))
- map I/Q symbol positions (for details, see [page 2-6](#))
- enable differential encoding (for details, see [page 2-29](#))
- create and modify FIR data filters (for details, see [page 2-29](#))

While each of these table editors performs a different function, they are all used in basically the same way, and most of the table editors have several editing softkeys in common.

### Common Edit Functions

<b>Edit Item</b>	Enables you to use the front panel knob and arrow keys to edit the value of a selected entry. After highlighting the value you want to edit, select this softkey.
<b>Insert Row</b>	Inserts a row for data below the currently selected row.
<b>Delete Row</b>	Deletes the currently selected row of data.
<b>Goto Row</b>	Displays a new page of softkeys so that you can quickly move to the first, middle, or last row of data. This is especially helpful in a large table, or when using the filter table editor mirror function.
<b>Load Default</b>	Enables you to load default values into a FIR, I/Q Map, or FSK table editor.
<b>Restore Default</b>	Enables you to reset factory default values for the filter and the modulation type.

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<b>NOTE</b>	Restoring the default modulation effects the current settings in the I/Q table editor, the FSK table editor, and the Differential State table editor.
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<b>Load/Store</b>	Displays a new page of softkeys that enables you to load data from a stored file, save data to a file, or delete a stored file.
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<b>Delete All Rows</b>	Clears all data from a table.
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<b>CAUTION</b>	There is no “undo” command. Once you delete data from a table, you can not retrieve it.
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## Mapping Symbol Positions with the I/Q Table Editor

In modulation schemes defined by standards (for example, DECT, EDGE, and CDMA), symbols appear in default positions in the I/Q plane. The I/Q table editor enables you to do the following:

- create a unique mapping of symbols

You can create a mapping that is not supplied as a default. You can also create a non-standard mapping; this is often necessary for a proprietary modulation scheme.

- change the position of one or more symbols in a standard mapping

This is often done to test the sensitivity of a receiver, or to create a symbol mapping that is similar to a default.

The examples in this section provide information on how to create an I/Q map (on [page 2-7](#)), how to edit a default map (on [page 2-11](#)), how to globally change a value in an I/Q table (on [page 2-15](#)), and how to use a stored I/Q map (on [page 2-17](#)).

### Table Editor Basics

While the following examples provide information specific to the I/Q table editor (shown in the following figure), they do not go into detail on every possible way to edit information. The section “[Table Editor Basics](#)” on [page 2-5](#) covers in detail many of the features common to most table editors.

Two data bits define each symbol.

Active entry area

Unique I and/or Q levels  
 A map in I or Q is limited to 16 unique levels.  
 You can generate up to 256 unique states.

Define User I/Q softkey menu

I/Q Values Data	I Value	Q Value	Distinct Values
00000000	1.000000	1.000000	1
00000001	-1.000000	1.000000	2
00000010	-1.000000	-1.000000	3
00000011	1.000000	-1.000000	4
00000100			5
			6
			7
			8
			9
			10
			11
			12
			13
			14
			15
			16

I and Q values  
 Levels do not have to be symmetric.

Maximum of 16 unique levels

Load/Store  
 Load Default I/Q Map  
 Delete All Rows  
 Differential Encoding  
 Off On  
 Configure Differential Encoding  
 Offset Q  
 Off On  
 More (2 of 2)

## Creating a Symbol Map

Use the following procedure to create and store a 4-symbol unbalanced QPSK.

### Accessing the I/Q Table Editor

1. Preset the signal generator.
2. Press the front panel **Mode** key.
3. In the softkey menu, press **Real Time I/Q BaseBand** (if it appears) > **TDMA** > **EDGE** > **More (1 of 2)** > **Modify Standard** > **Modulation Type** > **Define User I/Q**.

The following illustration of the I/Q table editor shows the data for a 4QAM I/Q map. The initial data you will see depends on what was last used in the instrument.

The screenshot shows the I/Q Table Editor interface. At the top, it displays 'FREQUENCY 4.000 000 000 00 GHz' and 'AMPLITUDE -135.00 dBm'. Below this, there are buttons for 'RF OFF' and 'MOD ON'. The main table has columns for 'I/Q Values Data', 'I Value', 'Q Value', and 'Distinct Values'. The data rows are as follows:

I/Q Values Data	I Value	Q Value	Distinct Values
00000000	-1.000000	1.000000	1 1.000000
00000001	-1.000000	1.000000	2 -1.000000
00000010	-1.000000	-1.000000	3
00000011	1.000000	-1.000000	4
00000100	-----	-----	5
			6
			7
			8
			9
			10
			11
			12
			13
			14
			15
			16

On the right side of the screen, there are several softkey options: 'Load/Store', 'Load Default I/Q Map', 'Delete All Rows', 'Differential Encoding Off On', 'Configure Differential Encoding', 'Offset Q Off On', and 'More (2 of 2)'.

### Clearing Data

When you create a new I/Q map (rather than editing existing data), it is often easier to start with an empty table. Use the following steps to clear existing data from the table editor.

1. Press **More (1 of 2)** to view the second page of softkeys.
2. Press **Delete All Rows** > **Confirm Delete of All Rows**. All data is removed from the table.
3. Press **More (2 of 2)** to return to the first page of softkeys.

### Entering I and Q Values

Next you will enter the coordinates of each symbol. The position of a symbol is defined by a pair of values (one representing I and the other representing Q).

**Table 2-1 I and Q Values for an Unbalanced QPSK**

Symbol	Data Bits	I Value	Q Value
0	0000	0.500000	1.000000
1	0001	-0.500000	1.000000
2	0010	0.500000	-1.000000
3	0011	-0.500000	-1.000000

Both the 4QAM I/Q map shown on [page 2-7](#), and the map you create in this example have four symbols. Please note, however, that the 4QAM I/Q map uses only *two* unique values (-1.0 and 1.0) to create those symbols, while this example uses the following *four* unique values: 0.5, 1.0, -0.5, and -1.0. It is not the number of values that defines how many symbols a map has, but how those values are combined.

**NOTE** The number of bits per symbol can be expressed using the following formula. Because the equation is a ceiling function, if the value of  $x$  contains a fraction,  $x$  is rounded up to the next whole number.

$$x = \lceil \log_2(y) \rceil$$

Where  $x$  = bits per symbol, and  $y$  = the number of I/Q states.

The following figure summarizes the process of entering values in the I/Q table editor. Detailed steps begin on the next page.

The screenshot shows the I/Q Table Editor interface. At the top, it displays 'FREQUENCY 4.000 000 000 00 GHz' and 'AMPLITUDE -135.00 dBm'. Below this is a 'Value: 0.5' input field. The main table is titled 'I/Q Values (UNSTORED)' and has columns for 'Data', 'I Value', and 'Q Value'. The 'Data' column contains '00000000'. The 'I Value' column is highlighted with a black box. To the right of the table is a 'Distinct Values' list with numbers 1 through 16. A 'Value: 0.5' is also shown in the 'Distinct Values' list. On the far right, there is an 'Enter' button. Three numbered instructions with arrows point to specific parts of the interface: 1. 'Use the arrow keys to highlight where you wish to enter a value.' points to the 'I Value' column. 2. 'Use the keypad to enter the desired value.' points to the 'Value: 0.5' input field. 3. 'Press Enter to accept the value.' points to the 'Enter' button. A note on the right says 'Because there are no values in an empty table, this list is empty.'

1. Note that the entry under **I Value** is highlighted. Use the numeric keypad to type the first I value from the table on [page 2-8](#). You do not have to type the leading zero, or the zeros that follow the number 5.

As you press the keys, the numbers display in the active entry area (if you make a mistake, use the backspace key and then retype).

2. To accept the value, press the **Enter** softkey. Note that the I value updates, the highlight moves to the first Q entry (and provides a default value of 0), and an empty row of data appears below the first row.

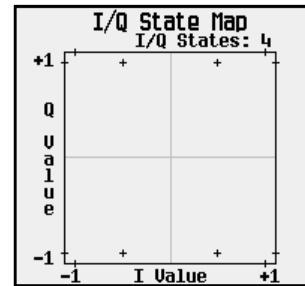
Also note that 0.000000 appears as the first entry in the list of Distinct Values, and that 0.500000 appears as the second entry.

---

**NOTE** The maximum number of distinct (unique) values that can appear in any I/Q map is 16. This is *not* the maximum number of I/Q entries; this is simply the maximum number of distinct values that you can use to create the entries. For example, if you load the default 256QAM map, you will see that 16 distinct values have been used to create far more than 16 I/Q entries.

---

3. For the first **Q Value**, type 1, then press **Enter**. The Q value updates, and the highlight moves to the second I value. Now 0.500000 and 1.000000 are listed as the distinct values.
4. Enter the remaining I and Q values. Remember that you can view the I/Q map at any time after you have entered values for I and Q (using the **Display I/Q Map** softkey). The figure to the right shows a completed constellation.



### Storing the I/Q Map to Memory

Now that you have created a customized I/Q map, you can save it for future use. When the current table has not been stored, **(UNSTORED)** appears as shown in the following figure.

Indicates that the data in the table editor has not been stored.

FREQUENCY		4.000 000 000 00 GHz		AMPLITUDE		-135.00 dBm		Edit Item	
I				RF OFF		MOD ON		Insert Row	
I/Q Values (UNSTORED)								Delete Row	
Data	I Value	Q Value	Distinct Values	1	0.500000	2	1.000000	3	-0.500000
00000000	0.500000	1.000000		4	-1.000000				
00000001	-0.500000	1.000000							
00000002									
									Goto Row

If you try to exit the table editor without storing, the signal generator displays the softkey:

### Confirm Exit From Table Without Saving

To exit *without* saving the table, select the softkey. If you do *not* want to exit without storing the table, press **Return**.

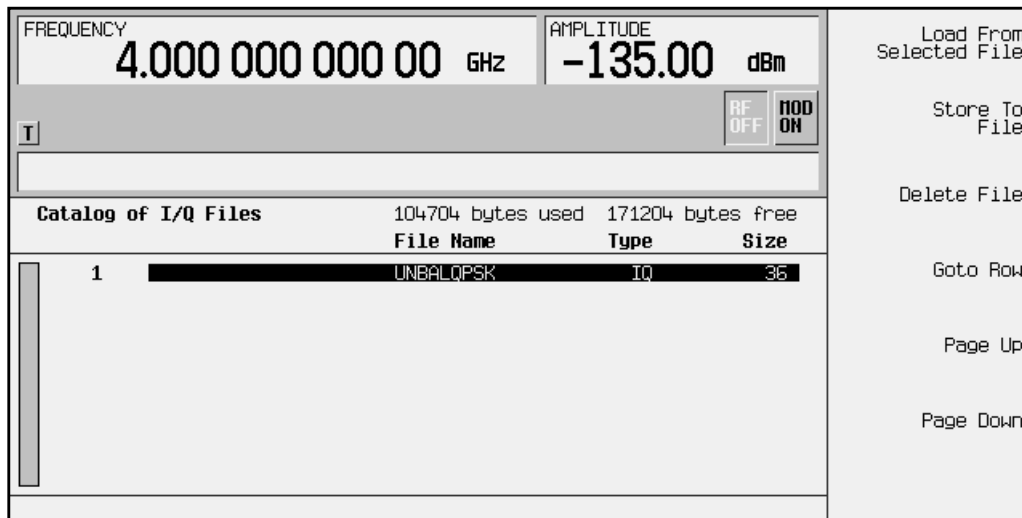
1. In the softkey menu, press **More 1 of 2 > Load/Store > Store To File**. The catalog of I/Q files appears, which lists stored files, and amount of memory used and available (in bytes).
2. To name the file, press the softkey containing the desired character, then select the softkey with that character from the subsequent menu. For example, to begin naming the file UNBALQPSK, first press the **OPQRSTU** softkey, and then press the **U** softkey.

Note that **U** is displayed in the active entry area following the **Store to:** text.

Continue entering the characters for the file name until **UNBALQPSK** is displayed in the active entry area.

3. When the file name is complete, press **Enter**.

The following figure shows the results of saving the I/Q file.



## Moving an I/Q Symbol

You can manipulate symbol locations to simulate magnitude and phase errors. In this example, you will edit a 4QAM constellation to move one symbol closer to the origin.

### Loading the 4QAM I/Q Map

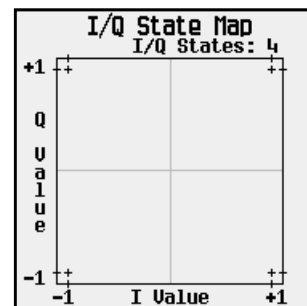
1. Preset the signal generator.
2. Press the front panel **Mode** key.
3. In the softkey menu, press **Real Time I/Q BaseBand** (if it appears) > **TDMA** > **EDGE** > **More (1 of 2)** > **Modify Standard** > **Modulation Type** > **Define User I/Q** > **More (1 of 2)** > **Load Default I/Q Map** > **QAM** > **4QAM**. The I/Q table editor displays the data for the 4QAM I/Q map.
4. Press **More (2 of 2)** to return to the first page of softkeys.

The following illustration of the I/Q table editor shows the data for a 4QAM I/Q map.

I/Q Values Data	I Value	Q Value	Distinct Values
00000000	1.000000	1.000000	1
00000001	-1.000000	1.000000	2
00000010	-1.000000	-1.000000	3
00000011	1.000000	-1.000000	4
00000100	-----	-----	5
00000101	-----	-----	6
00000110	-----	-----	7
00000111	-----	-----	8
00001000	-----	-----	9
00001001	-----	-----	10
00001010	-----	-----	11
00001011	-----	-----	12
00001100	-----	-----	13
00001101	-----	-----	14
00001110	-----	-----	15
00001111	-----	-----	16

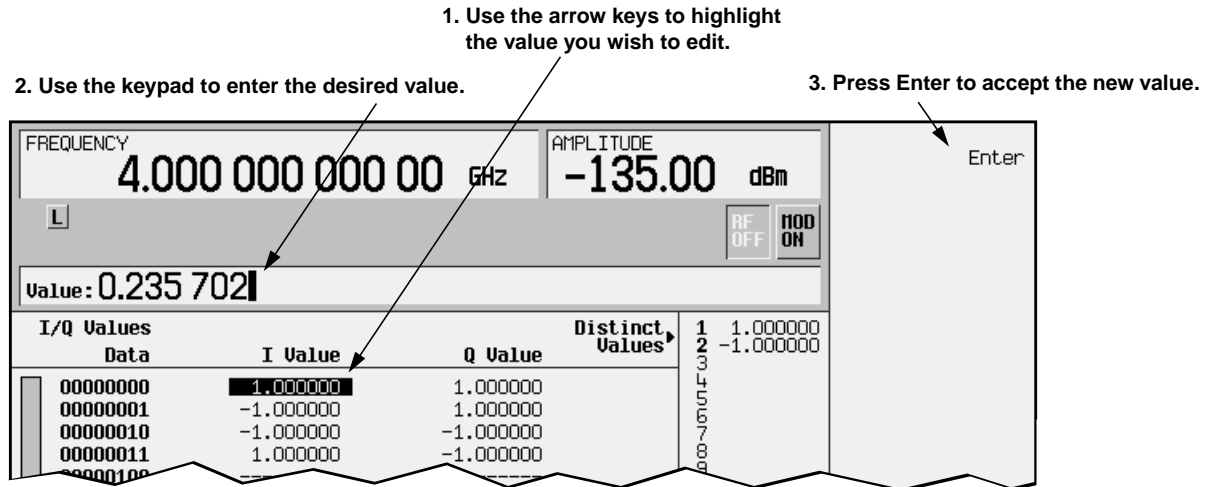
5. In the softkey menu, press **Display I/Q Map**. The data list is replaced by an I/Q state map (constellation diagram), as shown here.

To redisplay the list, press **Return**. As you edit data, you can toggle between the list and the map to visually check the entries.



### Editing I and Q Values

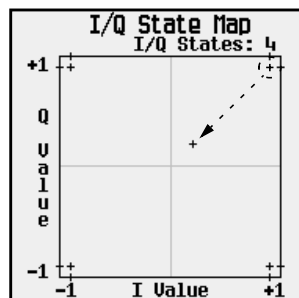
The following figure summarizes the process of editing values in the I/Q table editor. Detailed steps begin after the figure.



1. Note that the first I value is highlighted. Using the numeric keypad, type 0.235702.

As you press the keys, the numbers display in the active entry area (if you make a mistake, use the backspace key and then retype).

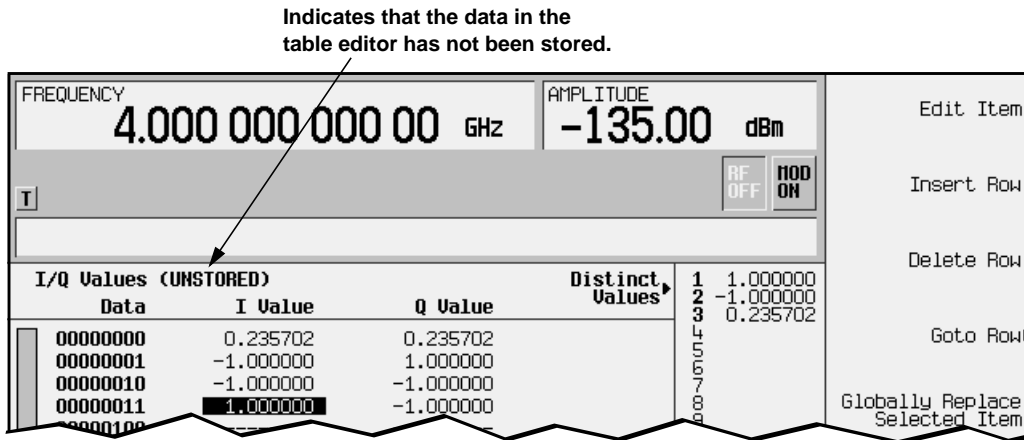
2. To accept the value, press the **Enter** softkey. Note that the I value updates, and the highlight moves to the first Q entry.
3. For the first Q entry, enter 0.235702 and press **Enter**.
4. In the softkey menu, press **Display I/Q Map**. Note that one symbol has moved, as shown in the following figure.





### Storing the I/Q Map to Memory

You can save this modified map for future use. When the current table has not been stored, (UNSTORED) appears as shown in the following figure.

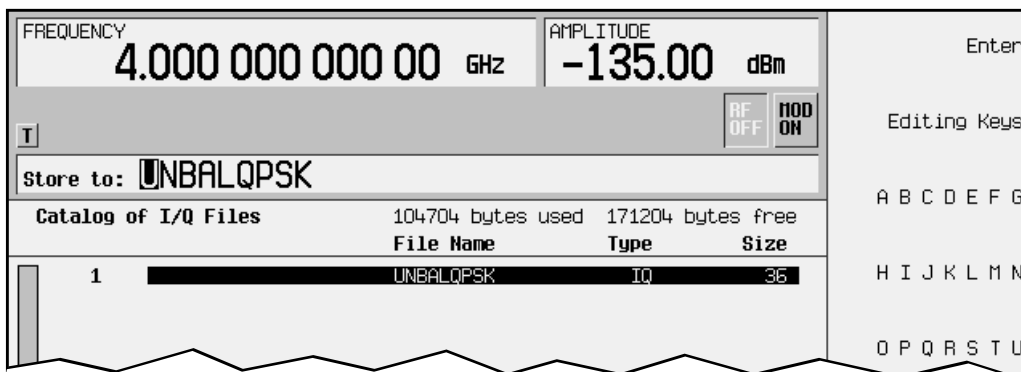


If you try to exit the table editor without storing, the signal generator displays the message:

#### Confirm Exit From Table Without Saving

To exit *without* saving the table, select the softkey. If you do *not* want to exit, press Return.

1. In the softkey menu, press **More 1 of 2 > Load/Store > Store To File**. The catalog of I/Q files appears, which lists stored files, and amount of memory used and available (in bytes).
2. If there are already files in the catalog, the first file is selected, and its name appears in the active entry area, as shown in the following figure. If there are no files listed, go to step 3.



If an existing file is selected, press the **Editing Keys** softkey, then select **Clear Text**. The previous page of softkeys returns, and only a cursor appears in the active entry area following the **Store to:** text.

- To name the file, press the softkey containing the desired character, then select the softkey with that character from the subsequent menu. For example, to begin naming the file NEW4QAM, first press the HIJKLMN softkey, and then press the N softkey.

Note that N is displayed in the active entry area following the Store to: text. Continue entering the characters for the file name until NEW4QAM is displayed in the active entry area (use the numeric keypad for the number 4).

- When the file name is complete, press Enter. The following figure shows the results of saving the I/Q file.

The screenshot displays the I/Q Table Editor interface. At the top, the FREQUENCY is set to 4.000 000 000 00 GHz and the AMPLITUDE is -135.00 dBm. Below this, there are buttons for RF OFF and MOD ON. A central section shows a 'Catalog of I/Q Files' with the following data:

Catalog of I/Q Files		104768 bytes used	171140 bytes free
	File Name	Type	Size
1	NEW4QAM	IQ	32
2	UNBALQPSK	IQ	36

On the right side of the interface, there are several control options: Load From Selected File, Store To File, Delete File, Goto Row (with a right arrow), and Page Up.

## Globally Replacing an I/Q Value

When you want to change an I/Q value throughout the entire table, you can change the value once and have all occurrences of that value change to the new value. In this example, you will use the **Globally Replace Selected Item** command to globally replace I/Q values.

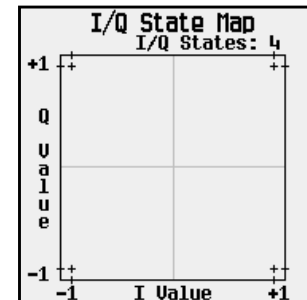
**NOTE** When using the **Globally Replace Selected Item** command, be sure that you want *all* occurrences of the selected value changed. Also, consider the order in which you change values. For example, if you want to change all current 0.5 values to 1.0, and all current 1.0 values to -0.75, change the 1.0 values first, or all values will end up as -0.75.

### Loading the 4QAM I/Q Map

1. Preset the signal generator, then press the front panel **Mode** key.
2. In the softkey menu, press **Real Time I/Q BaseBand** (if it appears) > **TDMA** > **EDGE** > **More (1 of 2)** > **Modify Standard** > **Modulation Type** > **Define User I/Q** > **More (1 of 2)** > **Load Default I/Q Map** > **QAM** > **4QAM**. The I/Q table editor displays the data for the 4QAM I/Q map, as shown in the following illustration.

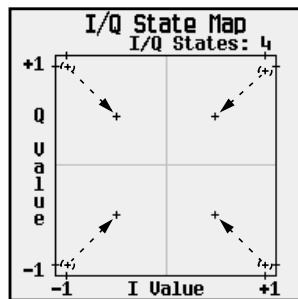
I/Q Values Data	I Value	Q Value	Distinct Values
00000000	1.000000	1.000000	1
00000001	-1.000000	1.000000	2
00000010	-1.000000	-1.000000	3
00000011	1.000000	-1.000000	4
00000100	-----	-----	5
			6
			7
			8
			9
			10
			11
			12
			13
			14
			15
			16

3. Press **More (2 of 2)** to return to the first page of softkeys, then press **Display I/Q Map**. The data list is replaced by an I/Q state map (constellation diagram), as shown at right. To redisplay the list, press **Return**. As you edit data, you can toggle between the list and the map to visually check the entries.



### Globally Editing I and Q Values

1. Select any occurrence of the value 1.000000, then select the softkey **Globally Replace Selected Item**.
2. Using the numeric keypad, type 0.5, then press the **Enter** softkey.  
Note that all entries in the table that were originally 1.000000 now read 0.500000.
3. Select any occurrence of the value -1.000000, then select the softkey **Globally Replace Selected Item**.
4. Using the numeric keypad, type -0.5, then press the **Enter** softkey.  
Note that all entries in the table that were originally -1.000000 now read -0.500000.
5. In the softkey menu, press **Display I/Q Map**. Note that you have moved all of the symbols, as shown below.



### Storing the I/Q Map to Memory

As described on [page 2-13](#), you can save this modified map for future use (**Load/Store > Store To File**).

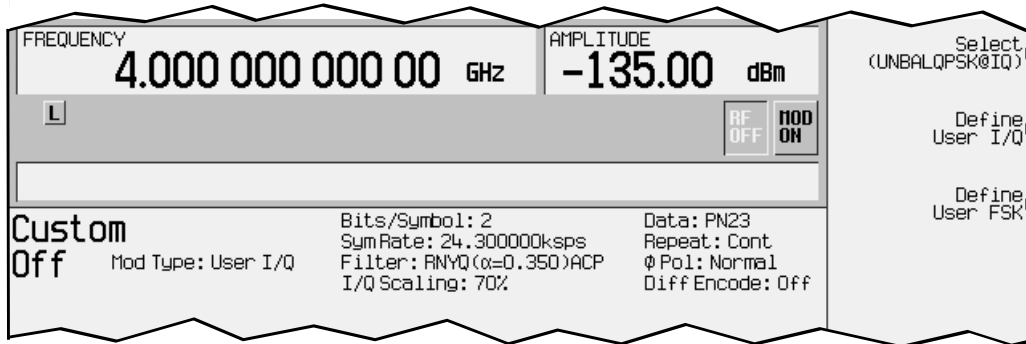
## Using a Stored I/Q Map

Once you have created and stored a customized I/Q map, you can use that information as described in the following steps.

### Selecting a Stored I/Q File

1. Press the front panel **Mode** key.
2. In the softkey menu, press **Real Time I/Q BaseBand** (if it appears) > **TDMA** > **EDGE** > **More (1 of 2)** > **Modify Standard**.
3. To display the catalog of stored I/Q files, press **Modulation Type** > **Select** > **User I/Q**.
4. Highlight the file you want to use, then press **Load From Selected File**.

The information from the file is loaded, and User I/Q is displayed as the Mod Type. Also note that (<filename>@IQ) appears below the **Select** softkey, as shown below.



### Turning On a EDGE Modulation

Once you have selected a stored modulation, use the following steps to turn it on.

5. Press the front panel **Mode** key.
6. In the softkey menu, press **Real Time I/Q BaseBand** (if it appears) > **TDMA** > **EDGE**.
7. In the EDGE menu, press the softkey **EDGE Off On** to highlight **On**.

Note that, **EDGE On** appears on the front panel, and the **EDGE** and **I/Q** annunciators turn on.

8. Press the front panel **Frequency** key and then set the desired frequency.
9. Press the front panel **Amplitude** hardkey and then set the desired amplitude.
10. If necessary, press the front panel **Mod On/Off** hardkey until the **MOD ON** annunciator appears. This applies the modulation to the carrier.
11. If the **RF** is not on (the **RF OFF** annunciator is on), press the front panel **RF On/Off** key. The display annunciator changes to **RF ON**, and the modulated signal is available at the **RF OUTPUT** connector.

---

## Building a Customized FSK Modulation using the FSK Table Editor

Use this procedure to create, store, and apply a customized continuous 4-level FSK signal. You will learn to do the following:

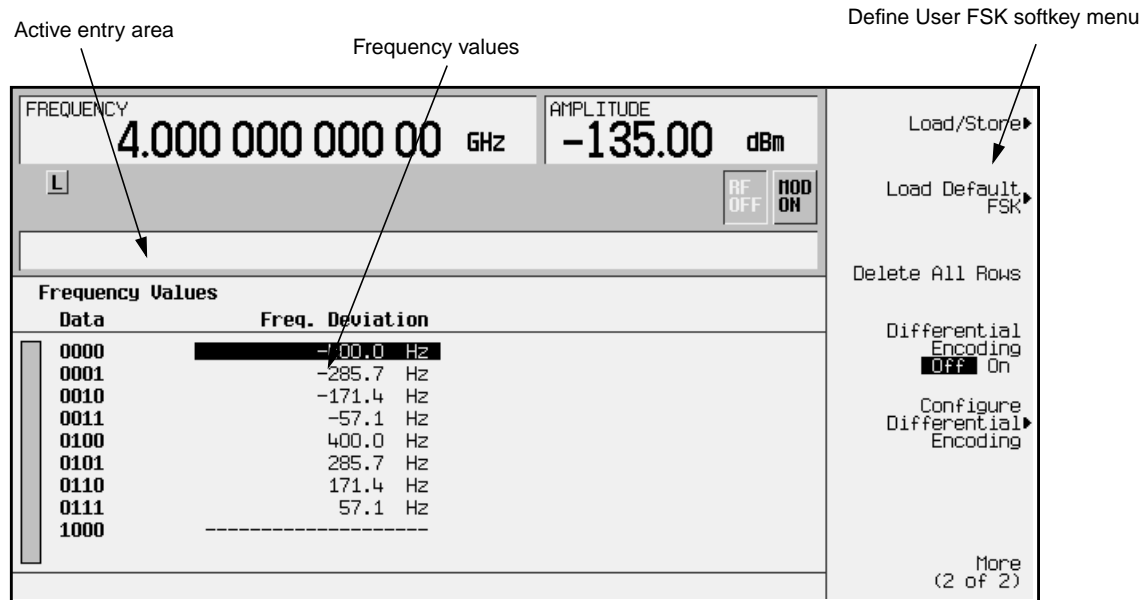
- choose the Define User FSK setting
- create a unique file of frequency deviations
- store the custom FSK modulation to a file
- load a stored file of frequency deviations
- select a custom FSK file for use
- turn on custom FSK modulation

### Table Editor Basics

While the following examples provide information specific to the FSK table editor, they do not go into detail on every possible way to edit information. The section “[Table Editor Basics](#)” on page 2-5 covers in detail many of the features common to most table editors.

## Choosing the Define User FSK Setting

1. Preset the signal generator to normal preset conditions.
2. Press the front panel **Mode** hardkey.
3. In the softkey menu, press **Real Time I/Q BaseBand** (if it appears) > **TDMA** > **EDGE** > **More (1 of 2)** > **Modify Standard** > **Modulation Type** > **Define User FSK** to select the Define User FSK menu.
4. You will see a **Frequency Values** table with **Data** in the first column and **Freq. Deviation** in the second column. The following illustration of the FSK table editor shows the data for an 8-level FSK modulation. The initial data you see will depend on what was last used in the instrument.



## Creating a Unique FSK File of Frequency Deviations

There are two methods for creating a custom FSK file. You can either define the frequency deviations using completely original data (see [Using Original Data](#), below), or you can load and modify a default FSK pattern (see [Modifying a Default FSK Pattern](#), below).

### Using Original Data

Follow these instructions to create an example of an APCO25 C4FM customized continuous 4-level FSK signal with two bits per symbol.

**NOTE** The number of bits per symbol can be expressed using the following formula. Because the equation is a ceiling function, if the value of  $x$  contains a fraction,  $x$  is rounded up to the next whole number.

$$x = \lceil \log_2(y) \rceil$$

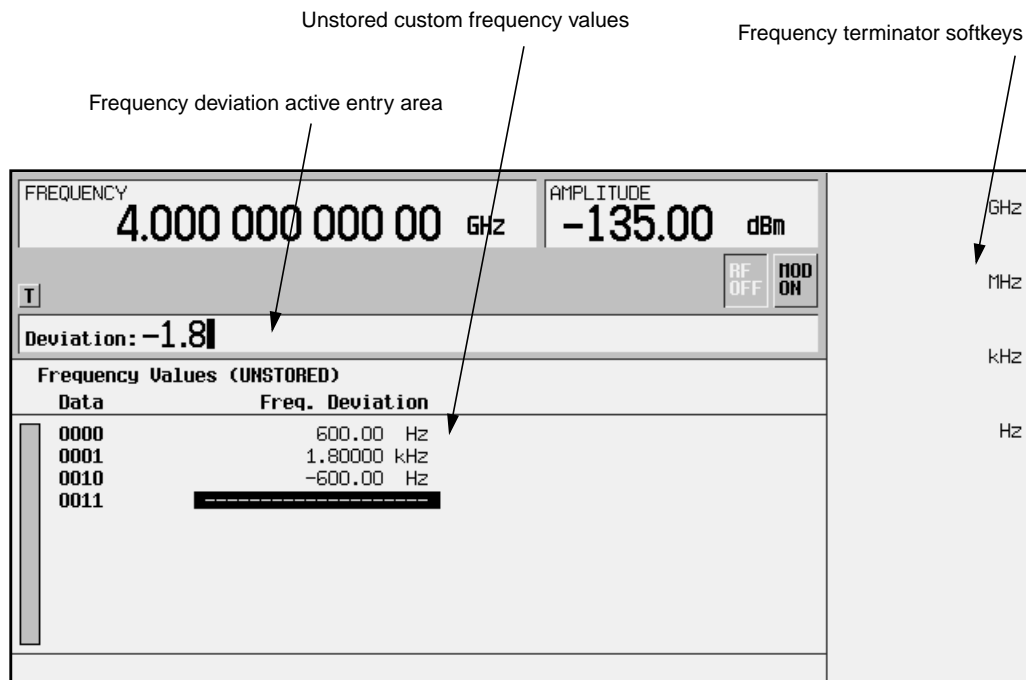
Where  $x$  = bits per symbol, and  $y$  = the number of frequencies.

When you create new frequency values (rather than edit existing data), it is often easier to start with an empty table. To clear the existing frequency values from within the Define User FSK menu, press **More (1 of 2) > Delete All Rows > Confirm Delete Of All Rows**.

The following figure defines the areas of the display. As you enter frequency deviation values, the numbers will display in the active entry area (if you make a mistake, use the backspace key and then retype). Follow the steps below:

1. Enter the first frequency deviation value as follows:
  - Use the front panel numeric keypad to enter **600**.
  - Press the **Hz** terminator softkey to set the value at 600 Hz.

- Notice that each time you enter a value, the **Data** column increments to the next binary number, up to a total of 16 data values (from binary 0000 to binary 1111).



2. Continue to use the numeric keypad and the appropriate terminator softkey to enter these frequency deviation values:

- +1.8 kHz for data row 0001
- -600 Hz for data row 0010 (To designate a negative value, first press the +/- hardkey on the numeric keypad.)
- -1.8 kHz for data row 0011

You have created an unstored file of frequency deviation values for your custom 4-level FSK file. To learn how to store the file, go to [“Storing a Custom FSK Modulation to a File”](#) on page 2-22. To learn how to modify a default FSK pattern, go to the next section.

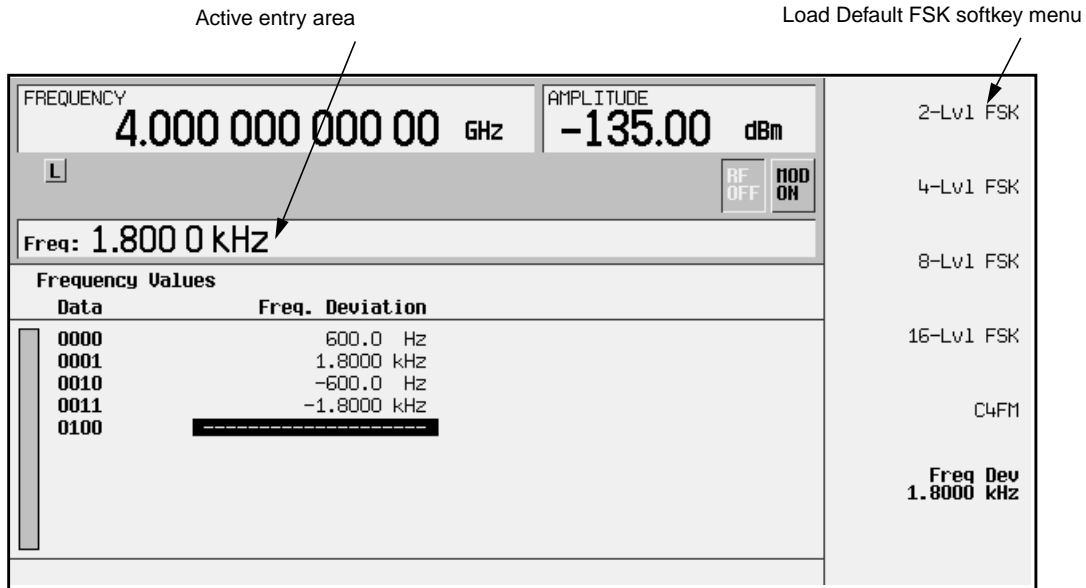
### Modifying a Default FSK Pattern

To add errors to a default modulation, load the default synchronous FSK modulation and then modify the existing frequency deviation values. If you choose to modify a default FSK modulation, you must first designate a frequency deviation value and then choose an FSK pattern. To modify a default 4-Lvl FSK pattern, follow these steps:

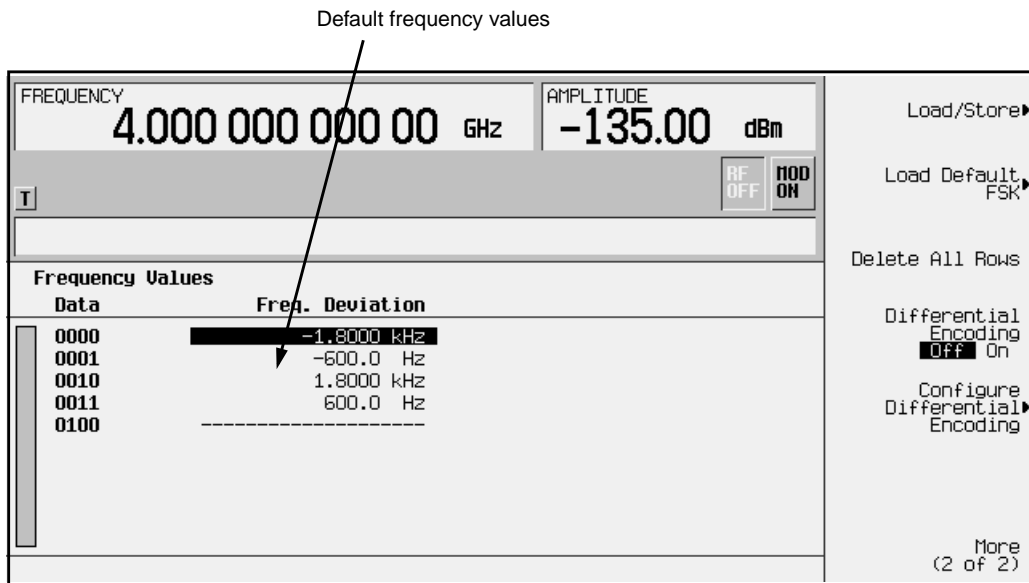
1. From the Define User FSK softkey menu, press **Load Default FSK**.
2. Adjust the frequency deviation to 1.8 kHz by entering 1.8 on the numeric keypad, and then pressing the **kHz** terminator softkey.

You will see 1.8000 kHz displayed in the **Freq:** active entry area of the display, and in bold under the **Freq Dev** softkey. See the following figure.





3. Press the 4-Lvl FSK softkey. You will see the FSK table editor with the default Frequency Values displayed. See the following figure.



4. Use the up and down arrow keys or the front panel knob to highlight the frequency value for data row 0000, then modify the first frequency deviation value as follows:
  - Press **More (2 of 2) > Edit Item**.
  - Turn the front panel knob to adjust the value to  $-1.810$  kHz.
  - Press the **Enter** terminator softkey.
  - Notice that the highlight bar moves to data row 0001
5. Continue as in step four or use the numeric keypad and the appropriate terminator softkey to enter the following frequency deviation values:
  - $-590$  Hz for data row 0001 (To designate a negative value using the numeric keypad, first press the **+/-** hardkey.)
  - $+1.805$  kHz for data row 0010
  - $+610$  Hz for data row 0011

You have created an unstored file of frequency deviation values for your custom 4-level FSK file. To learn how to store the file, go to the section, [“Storing a Custom FSK Modulation to a File”](#) on page 2-22.

## Storing a Custom FSK Modulation to a File

Use this procedure to learn how to store a custom FSK modulation file to the instrument's memory catalog.

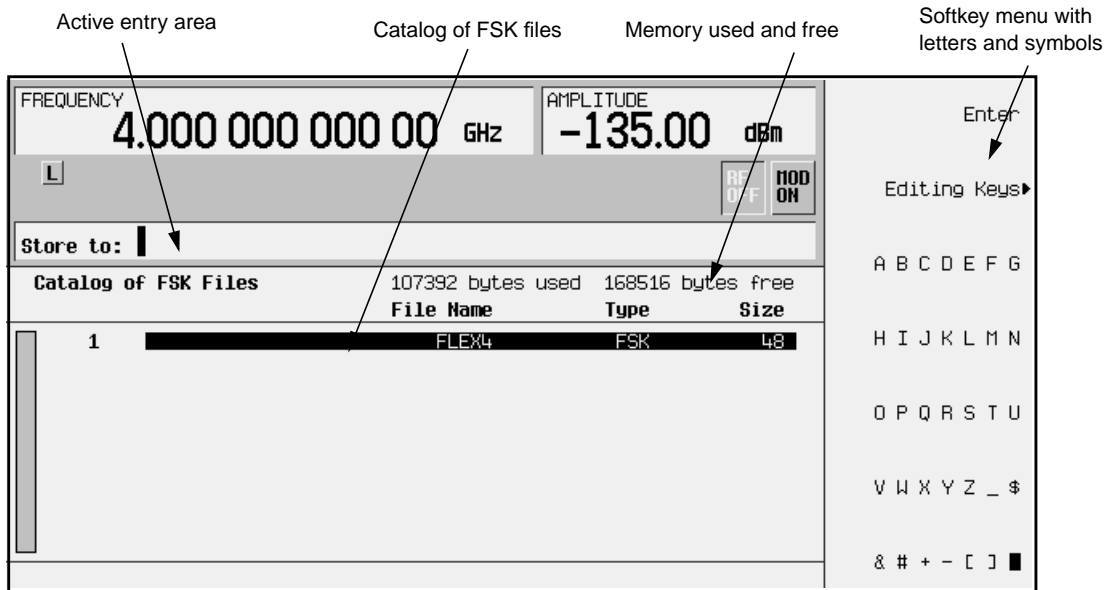
If you try to exit the table editor without storing, the signal generator displays the softkey:

**Confirm Exit From Table Without Saving**

To exit *without* saving the table, select this softkey. If you do *not* want to exit, press the **Return** hardkey.

For this example, store the frequency deviations created in the previous procedure. If you have not yet created a custom FSK modulation, refer to the previous section, [“Creating a Unique FSK File of Frequency Deviations”](#) on page 2-19.

1. In the Define User FSK menu, choose **More (1 of 2) > Load/Store**. The catalog of stored FSK files appears. You will also see the amount of memory used and available (in bytes).
2. Press **Store To File**. A softkey menu appears that contains letters and symbols that you can use to name your file.
3. If an existing file is highlighted in the FSK Files catalog, its name appears in the **Store to:** active entry area. To clear the file name, press **Editing Keys > Clear Text**. The previous page of letter and symbol softkeys returns, and only a cursor appears in the active entry area.



4. For this example, you'll title the file 4FSK, since this signal is a continuous 4-level FSK. The file name is created by pressing numbers on the numeric keypad, or pressing the softkey containing the desired character, then selecting the softkey with that character from the subsequent menu. For example, press number 4 on the numeric keypad. Press the ABCDEFG softkey, then press F. Note that 4<sub>F</sub> is displayed in the active entry area following the Store to: text.
5. Continue entering the characters for the file name until 4<sub>FSK</sub> is displayed in the active entry area.
6. When the file name is complete, press the Enter terminator softkey.

You now have a file called 4FSK stored in the instrument's non-volatile memory. The following figure shows the results of saving the FSK file.

FREQUENCY <b>4.000 000 000 00</b> GHz		AMPLITUDE <b>-135.00</b> dBm		Load From Selected File	
L		RF OFF MOD ON			Store To File
Catalog of FSK Files					Delete File
		107584 bytes used	168324 bytes free		
	<b>File Name</b>	<b>Type</b>	<b>Size</b>		
1	4FSK	FSK	48	Goto Row▶	
2	FLEX4	FSK	48	Page Up	
				Page Down	

## Loading the Stored FSK File

Once you have created and stored a custom FSK modulation to a file, you can edit or redefine the unique modulation by loading the file from the instrument's memory. To load a previously stored FSK file, follow these instructions:

1. Preset the signal generator to normal preset conditions.
2. Press the front panel **Mode** hardkey.
3. In the softkey menu, press **Real Time I/Q BaseBand** (if it appears) > **TDMA** > **EDGE** > **More (1 of 2)** > **Modify Standard** > **Modulation Type** > **Define User FSK** > **More (1 of 2)** > **Load/Store**.

The **Catalog of FSK Files** appears.

4. Use the up and down arrow keys or the front panel knob to highlight the file called **4FSK**. If there are many files in the FSK file catalog, the **Goto Row** softkeys can be helpful. See ["Table Editor Basics"](#) on page 2-5.
5. When the file is highlighted, press the **Load From Selected File** softkey. To confirm the file selection, press **Confirm Load From File**. If you change your mind, or want to choose a different file, press **Return**.
6. You will see the frequency values that you previously configured displayed in the User FSK table editor.

## Selecting a Custom FSK File

Once you have created and stored a custom FSK modulation to a file, you can apply its unique characteristics for your custom modulation by selecting it. To select a custom FSK file, follow these instructions:

1. Preset the signal generator to normal preset conditions.
2. Press the **Mode** hardkey.
3. In the softkey menu, press **Real Time I/Q BaseBand** (if it appears) > **TDMA** > **EDGE** > **More (1 of 2)** > **Modify Standard** > **Modulation Type** > **Select** > **User FSK**.

The Catalog of FSK Files appears.

4. Use the up and down arrow keys or the front panel dial to highlight the file called 4FSK. If there are many files in the FSK file catalog, the **Goto Row** softkeys can be helpful. See “[Table Editor Basics](#)” on page 2-5.
5. When the file is highlighted, press the **Select File** softkey.

The display returns to the Modulation Type menu. Notice that **(4FSK@FSK)** is displayed under the **Select** softkey in the Modulation Type menu, and **Mod Type: User FSK** is displayed on the front panel display.

## Turning On Custom FSK Modulation

Now you are ready to apply the custom FSK modulation. If you have not yet created and selected a custom FSK modulation, return to “[Building a Customized FSK Modulation using the FSK Table Editor](#)” on page 2-18 and follow the instructions. If you have performed all of the previous steps, proceed with the following instructions.

1. Return to the EDGE menu.
2. Press the **EDGE Off On** softkey until **On** is highlighted.

Notice that **EDGE On** is displayed on the front panel and the following annunciators are enabled:

- **EDGE** indicates that you have enabled the EDGE modulation
- **I/Q** indicates that I/Q modulation is being generated

3. Press the front panel **Frequency** key.

Frequency becomes the active function and the normal preset value for frequency is displayed in the active entry area.

4. Use the numeric keypad and press the **GHZ** terminator softkey to enter the desired frequency, such as 1 GHZ.

Notice that the new frequency is shown in the **FREQUENCY** area of the display:

- 1.000 000 000 00 GHz

5. Press the front panel **Amplitude** hardkey.

Amplitude becomes the active function and the normal preset value for amplitude is displayed in the active entry area.

6. Use the numeric keypad and press the **dBm** terminator softkey to enter the desired amplitude, such as 0 dBm.

Notice that the new power level is shown in the **AMPLITUDE** area of the display:

- 0.00 dBm

7. When the instrument is preset, modulation is on by default. If the **MOD ON** annunciator is not enabled, press the front panel **Mod On/Off** hardkey to display the annunciator and apply the custom FSK modulation to the carrier.
8. Press the front panel **RF On/Off** hardkey. Notice that the display annunciator changes from **RF OFF** to **RF ON**. The custom modulated FSK signal is now available at the **RF OUTPUT** connector.

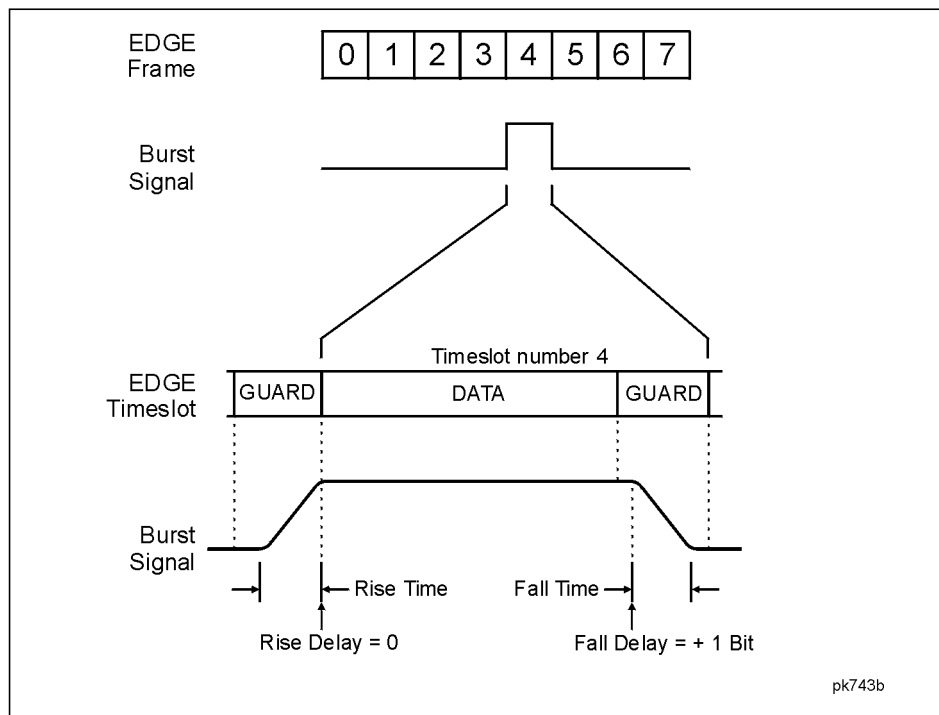
## Customizing the Burst Shape

The burst shape feature allows you to customize burst shape rise and fall times and rise and fall delays.

Burst shape maximum rise and fall time values are affected by the following factors:

- the symbol rate
- the modulation type

When the rise and fall delays equal 0, the burst shape is attempting to synchronize the maximum burst shape power to the beginning of the first valid symbol and the ending of the last valid symbol of the timeslot. The following figure illustrates a bursted signal in an EDGE frame with a rise delay of 0 and a fall delay of +1 bit.



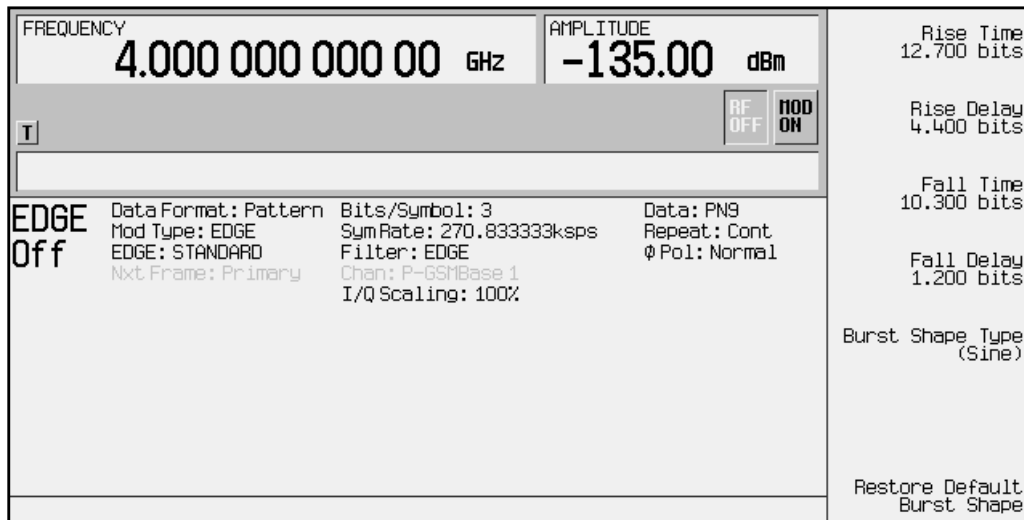
The signal generator firmware computes optimum burst shape based on the settings you've chosen for modulation. You can further optimize burst shape by lining up the data portion with the modulation. For example, if you're designing a new modulation scheme, do the following:

- Adjust the modulation and filtering to set the spectrum you want.
- Turn on framing.
- Adjust the burst rise and fall delay and rise and fall time for the timeslots.

If you find that the error vector magnitude (EVM) or adjacent channel power (ACP) increases when you turn bursting on, you can adjust the burst shape to assist with troubleshooting.

Use this procedure to adjust the burst shape:

1. Press the front panel **Mode** hardkey.
2. In the softkey menu, press **Real Time I/Q BaseBand** (if it appears) > **TDMA** > **EDGE** > **More (1 of 2)** > **Modify Standard** > **Burst Shape**. You will see a menu of softkeys for adjusting the rise and fall times and rise and fall delays of the burst shape. The default values are displayed in bits. There is also a softkey for restoring the default burst shape. See the following figure.



3. Press the following softkeys to adjust the burst shape:

- Press the **Rise Time** softkey and enter a value on the numeric keypad, (for example, enter 5.0) then press the **bits** terminator softkey.
- Press the **Rise Delay** softkey and enter a value on the numeric keypad, (for example, enter -3.5) then press the **bits** terminator softkey.
- Press the **Fall Time** and **Fall Delay** softkeys and enter values such as 5.0 and 3.6 respectively; then terminate each entry by pressing the **bits** terminator softkey.



## Mapping Custom Differential Encoding

Differential encoding is a digital-encoding technique whereby a binary value is denoted by a signal *change* rather than a particular signal state. The signal generator is equipped with an editor that allows you to manipulate the differential state map associated with user-defined I/Q and user-defined FSK modulations. Using differential encoding, binary data can be encoded during the modulation process via transitions between states defined in the symbol table. Once the differential encoding has been configured, it is activated and applied to the current user-defined modulation.

**NOTE** For a detailed explanation of differential encoding, refer to [“Understanding Differential Encoding”](#) on page 4-20.

### Creating a User-Defined I/Q Modulation

Before you design a custom differential encoding scheme, you must first create a user-defined I/Q or FSK modulation. For the purposes of this example, you will create a user-defined 4QAM I/Q modulation from the signal generator’s list of default I/Q maps.

1. Press **Mode** > **Real Time I/Q Base Band** (if it appears) > **TDMA** > **EDGE** > **More (1 of 2)** > **Modify Standard** > **Modulation Type** > **Define User I/Q** > **More (1 of 2)** > **Load Default I/Q Map** > **QAM** > **4QAM**. This loads a default 4QAM I/Q modulation and displays it in the I/Q table editor.

The default 4QAM I/Q modulation contains data that represent 4 symbols (00, 01, 10, and 11) mapped into the I/Q plane using 2 distinct values, 1.000000 and -1.000000. These 4 symbols will be traversed during the modulation process by the symbol table offset values associated with each symbol of data.

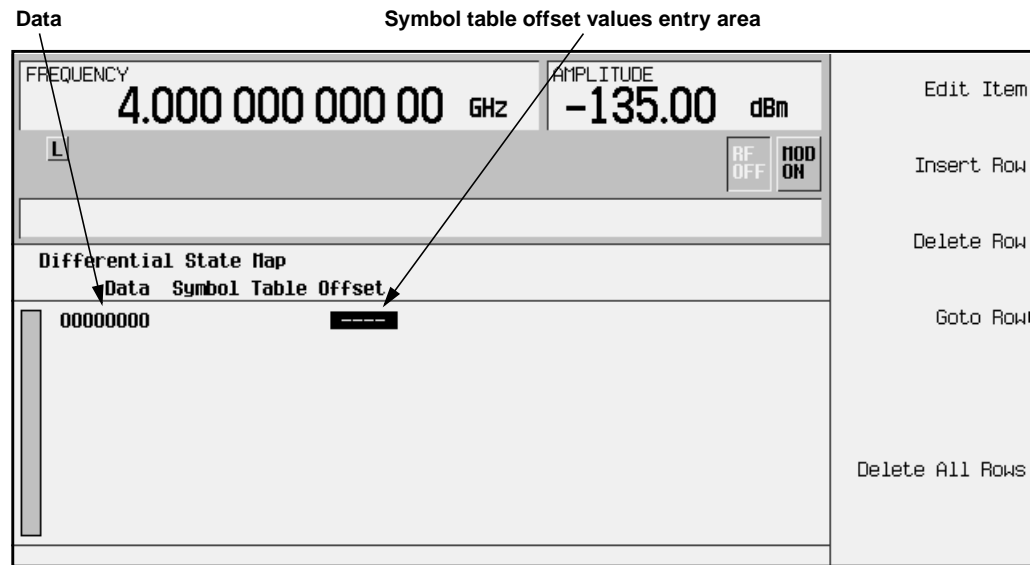
I/Q Values Data	I Value	Q Value	Distinct Values
00000000	1.000000	1.000000	1 1.000000
00000001	-1.000000	1.000000	2 -1.000000
00000010	-1.000000	-1.000000	3
00000011	1.000000	-1.000000	4
00000100	-----	-----	5
			6
			7
			8
			9
			10
			11
			12
			13
			14
			15
			16

2. Press **Configure Differential Encoding**. This opens the differential state map editor. You are now prepared to create a custom differential encoding for the user-defined default 4QAM I/Q modulation.

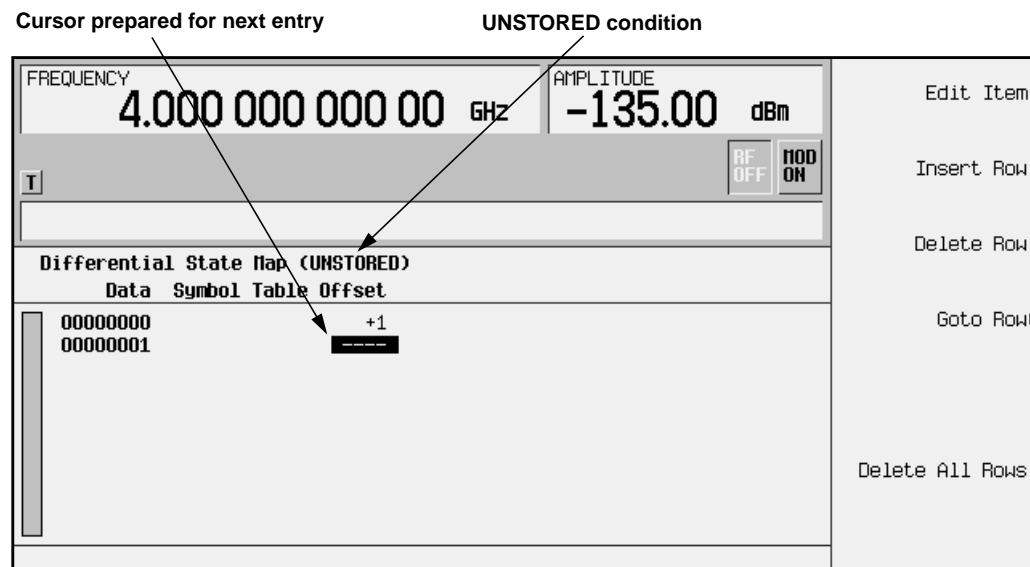
### Editing the Differential State Map

The editor functions in the same manner as the I/Q and FSK table editors (explained in “Mapping Symbol Positions with the I/Q Table Editor” on page 2-6 and “Building a Customized FSK Modulation using the FSK Table Editor” on page 2-18). For an overview of basic table editing, see “Table Editor Basics” on page 2-5.

The following illustration shows the differential state map editor, along with the location of the data listing and the symbol table offset values entry area.



1. To encode the first symbol, add a symbol table offset of 1 by pressing 1 > Enter. This will rotate *forward* through the state map by 1 value when a data value of 0 is modulated.



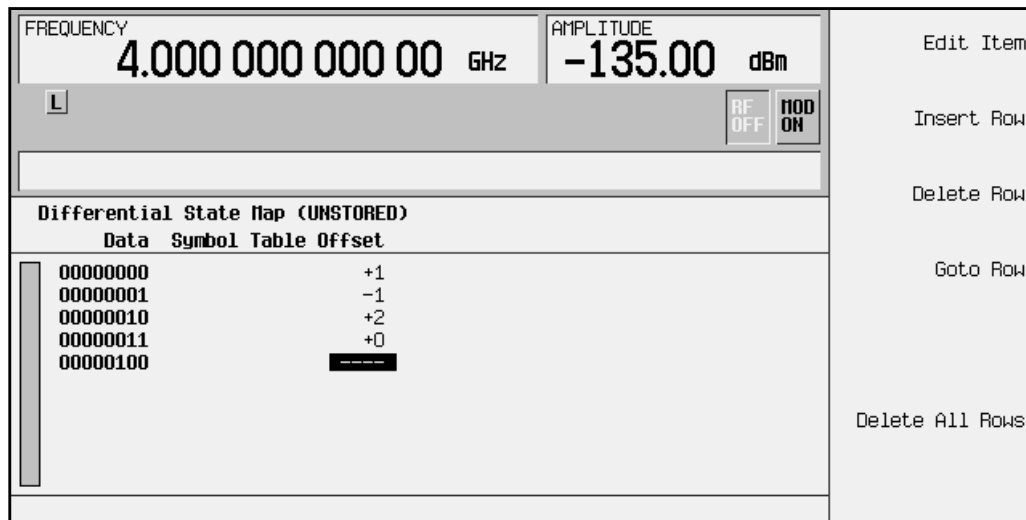
**NOTE** Notice that (UNSTORED) appears next to Differential State Map on the signal generator's display. Differential state maps are associated with the user-defined modulation for which they were created. In order to save a custom differential state map, you must store the user-defined modulation for which it was designed. Otherwise the symbol table offset data will be purged when you press the Confirm Exit From Table Without Saving softkey when exiting from the I/Q or FSK table editor.

- To encode the second symbol, add a symbol table offset of -1 by pressing +/- > 1 > Enter. This will rotate *backward* through the state map by 1 value when a data value of 1 is modulated.

**NOTE** At this point, the modulation has one bit per symbol. For the first two data values (00000000 and 00000001) only the last bits (the 0 and the 1, respectively) are significant.

- To encode the third symbol, add a symbol table offset of 2 by pressing 2 > Enter. This will rotate *forward* through the state map by 2 values when a data value of 10 is modulated.
- To encode the fourth symbol, add a symbol table offset of 0 by pressing 0 > Enter. This will *not* rotate through the state map when a data value of 11 is modulated.

**NOTE** At this point, the modulation has two bits per symbol. For the data values 00000000, 00000001, 00000010, 00000011, the symbol values are 00, 01, 10 11 respectively.



- Press Return to go back to the I/Q table editor.

### Applying the Custom Differential Encoding

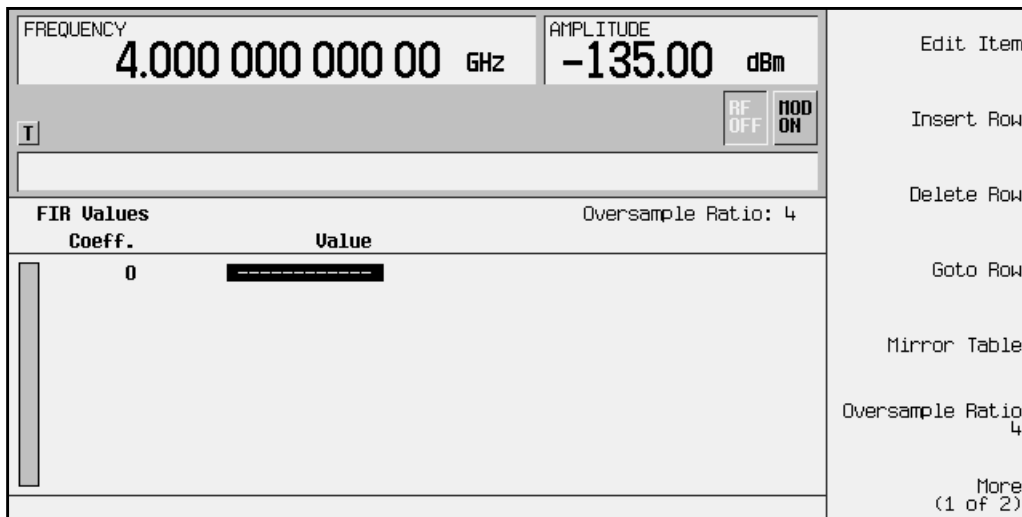
To apply the custom differential encoding to the user-defined 4QAM I/Q modulation, press Differential Encoding Off On until On is highlighted. The user-defined modulation will now be differentially encoded.

## Creating a User-Defined FIR Filter using the FIR Table Editor

Using this procedure you will create and store an 8-symbol, windowed sinc function filter with an oversample ratio of 4.

### Accessing the Table Editor

1. Preset the signal generator to normal preset conditions.
2. Press the front panel Mode key.
3. In the softkey menu, press Real Time I/Q BaseBand (if it appears) > TDMA > EDGE > More (1 of 2) > Modify Standard > Filter > Define User FIR. The FIR table editor should now be displayed. The following illustration shows the FIR table editor.



## Entering the Coefficient Values

The FIR table editor creates a filter from values that you provide. In this example, the values you'll enter are listed after step 2.

1. When you create new coefficient values (rather than edit existing data), it is often easier to start with an empty table. If there are existing coefficient values in the FIR table editor, press **More (1 of 2) > Delete all Rows > Confirm Delete Of All Rows** to clear the table.
2. Notice that the Value field for coefficient 0 is already highlighted. Use the numeric keypad to type the first value from the list. As you press the numeric keys, the numbers are displayed in the active entry area. (If you make a mistake, you can correct it using the backspace key.)

Terminate your entry by pressing the **Enter** softkey. Notice that the value for coefficient 0 is now displayed in the Value field and a second row is automatically displayed with the Value field highlighted. (The following illustration shows the FIR table editor at this point in the process.)

The screenshot shows the FIR Table Editor interface. At the top, the frequency is set to 4.000 000 000 00 GHz and the amplitude is -135.00 dBm. Below this, there are buttons for 'RF OFF' and 'MOD ON'. The main section is titled 'FIR Values (UNSTORED)' and shows a table with two columns: 'Coeff.' and 'Value'. The table contains two rows: the first row has '0' in the 'Coeff.' column and '-0.000076' in the 'Value' column; the second row has '1' in the 'Coeff.' column and a highlighted empty 'Value' field. To the right of the table is a vertical menu with options: 'Edit Item', 'Insert Row', 'Delete Row', 'Goto Row', 'Mirror Table', 'Oversample Ratio 4', and 'More (1 of 2)'. The 'Oversample Ratio' is currently set to 4.

FIR Values (UNSTORED)		Oversample Ratio: 4
Coeff.	Value	
0	-0.000076	
1		

3. Continue entering the coefficient values until all 16 are complete.

Coefficient	Value
0	-0.000076
1	-0.001747
2	-0.005144
3	-0.004424
4	0.007745
5	0.029610
6	0.043940
7	0.025852

Coefficient	Value
8	-0.035667
9	-0.116753
10	-0.157348
11	-0.088484
12	0.123414
13	0.442748
14	0.767329
15	0.972149

### Duplicating the First 16 Coefficients using Mirror Table

In a windowed sinc function filter, the second half of the coefficients are identical to the first half in reverse order. The signal generator provides a mirror table function that automatically duplicates the existing coefficient values in the reverse order.

1. Press the **Mirror Table** softkey. The last 16 coefficients are automatically generated and the first of these coefficients (number 16) is highlighted. The following illustration shows the display at this point in the process.

FIR Values (UNSTORED)		Oversample Ratio: 4
Coeff.	Value	
10	-0.157348	
11	-0.088484	
12	0.123414	
13	0.442748	
14	0.767329	
15	0.972149	
16	0.972149	
17	0.767329	
18	0.442748	
19	0.123414	

## Setting the Oversample Ratio

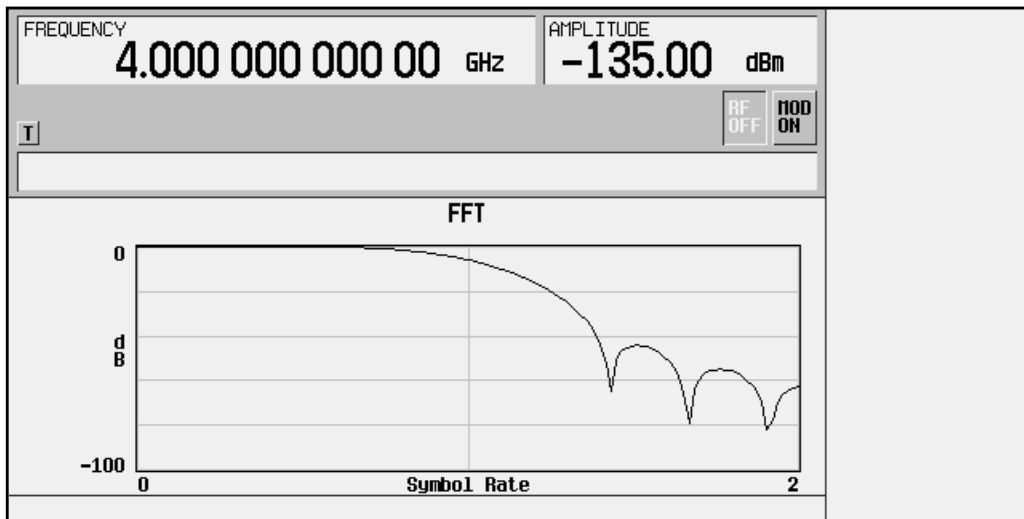
The oversample ratio (OSR) is the number of filter taps per symbol. Acceptable values range from 1 through 32, where the maximum combination of symbols and oversampling ratio allowed by the table editor is 1024. The instrument hardware, however, is actually limited to 32 symbols, an oversample ratio between 4 and 16, and 256 coefficients. If you enter more than 256 coefficients (but no more than 32 symbols) the instrument will resample to filter within the OSR limits. If the oversample ratio is different from the internal, optimally selected one, then the filter will be resampled to the most optimal oversample ratio.

For this example, the desired OSR is 4, which is the default, so no action is necessary.

## Displaying a Graphical Representation of the Filter

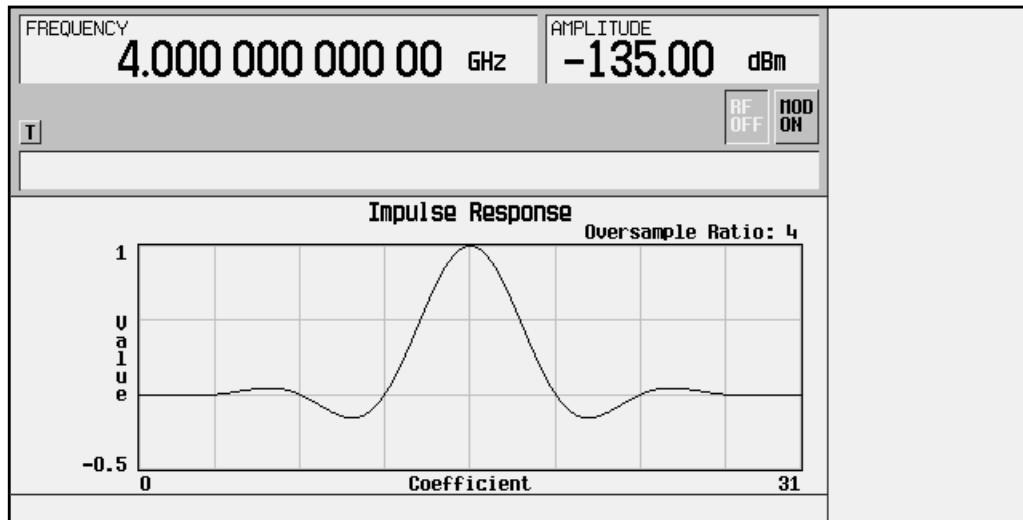
The signal generator has the capability of graphically displaying the filter in both time and frequency dimensions.

1. To view the filter frequency response (calculated using a fast Fourier transform), press **More (1 of 2) > Display FFT**. The following graph will be displayed:



2. To return to the menu keys, press **Return**.

3. Display the filter impulse response in time by pressing **Display Impulse Response**. The following graph will be displayed:



4. To return to the menu keys, press **Return**.

## Storing the Filter to Memory

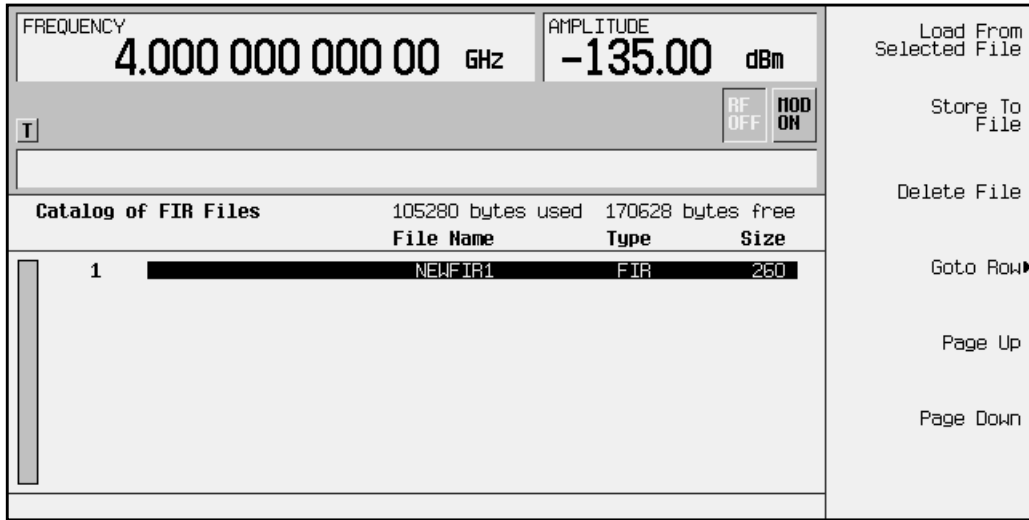
The filter is now complete and can be stored to non-volatile memory for future use. At any time you can check the information at the top of the FIR table editor to determine whether the current table has been stored. Your current table should display the following text:

FIR Values (UNSTORED). If you attempt to exit the table editor mode without first storing to a file, the signal generator will first prompt you to confirm that you want to exit without storing to a file. If you do *not* want to exit after all, press **Return**. To store the file, perform the following steps.

1. Press **Load/Store > Store To File**. The catalog of FIR files is displayed along with the amount of memory available.
2. For this example, you'll title the file NEWFIR1. The file name is created by pressing the softkey containing the desired character, then selecting the softkey with that character from the subsequent menu. For example, press the HIJKLMN softkey. Then press the bottom softkey, **N**. **N** is displayed in the active entry area following the **Store to:** text.
3. Continue entering the characters for the file name until NEWFIR1 is displayed in the active entry area. (Use the numeric keypad to enter the number 1.)



4. Press **Enter** when the file name is complete. The contents of the current FIR table editor are stored to a file in non-volatile memory. Observe the display:



The NEWFIR1 file is the first file name listed. (If you have previously stored other FIR files, additional file names will be listed below NEWFIR1.) The file type is FIR and the size of the file is 260 bytes. The amount of memory used is also displayed. The number of files that can be saved depends on the size of the files and the amount of memory used. Memory is also shared by instrument state files and list sweep files.

This filter can now be used to customize a modulation or it can be used as a basis for a new filter design. (Refer to the additional filter examples in this chapter.)

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## Modifying an FIR Filter using the FIR Table Editor

FIR filters stored in signal generator memory can easily be modified using the FIR table editor. You can load the FIR table editor with coefficient values from user-defined FIR files stored in the signal generator's memory, or from one of the default FIR filters. Then you can modify the values, and store the new files. In this example, you'll load the FIR table editor with the values for a default Gaussian filter and then modify it.

### Loading the Default Gaussian FIR File

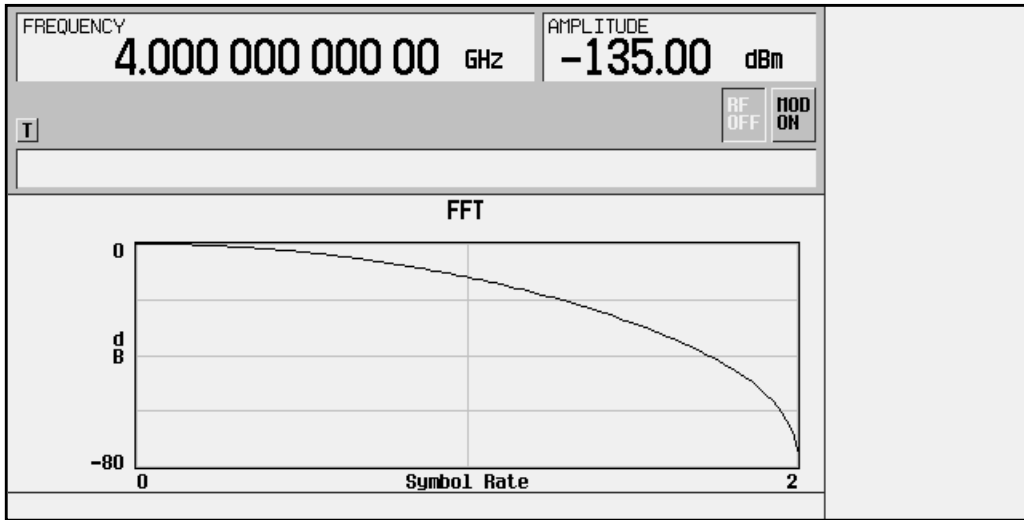
1. Preset the signal generator to normal preset conditions.
2. Press the front panel **Mode** key.
3. In the softkey menu, press **Real Time I/Q BaseBand** (if it appears) > **TDMA** > **EDGE** > **More (1 of 2)** > **Modify Standard** > **Filter** > **Define User FIR** > **More (1 of 2)** > **Load Default FIR** > **Gaussian**
4. Set the filter BbT to 0.300 (if **Filter BbT** is not already set to this value): Press **Filter BbT** and rotate the front panel knob until 0.300 is displayed.
5. Set the number of filter symbols to 8 (if **Filter Symbols** is not already set to this value): Press **Filter Symbols** and rotate the front panel knob until 8 is displayed.
6. Press **Generate**. The FIR table editor should now contain the coefficient values for the specified Gaussian filter.

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<b>NOTE</b>	The actual oversample ratio during modulation is automatically selected by the instrument. A value between 4 and 16 is chosen dependent on the symbol rate, the number of bits per symbol of the modulation type, and the number of symbols.
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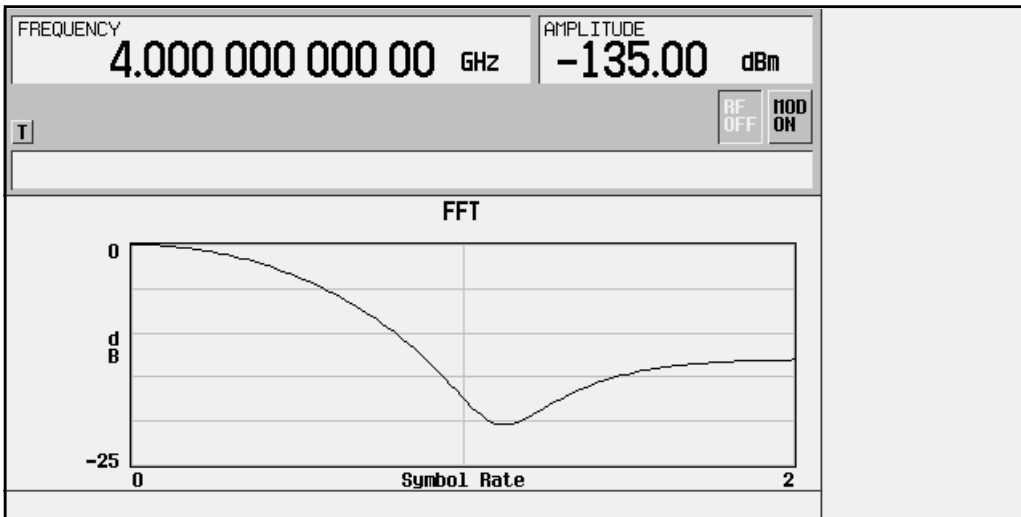
---

7. Press **Display FFT** for a graphic representation of the filter's frequency response as shown on the following page.
8. To return to the menu keys, press **Return**.



## Modifying the Coefficients

1. The value for coefficient 0 should be highlighted. Use the front panel knob to scroll down until coefficient 15 is highlighted.
2. Press 0 > Enter to change the value of the coefficient to 0.
3. Press Display FFT to see the effects of the change:

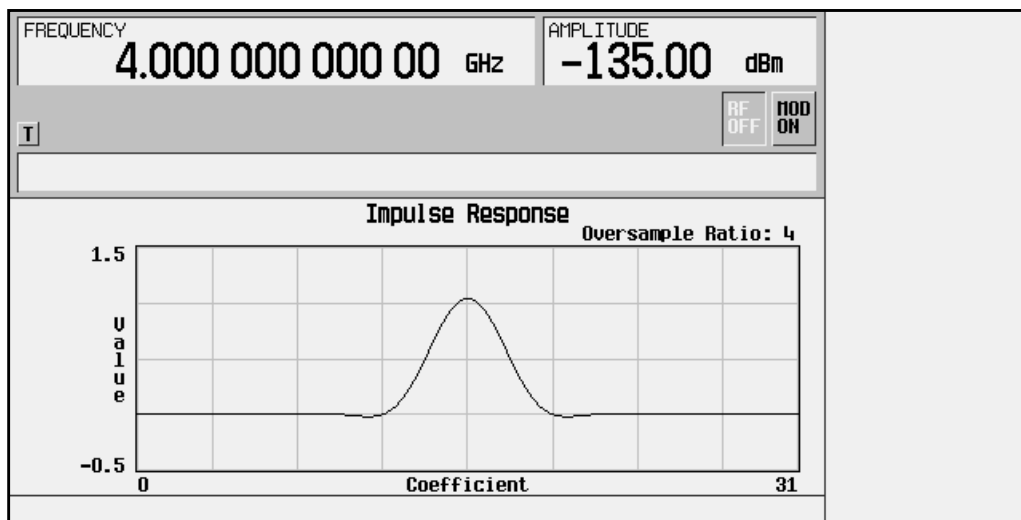


Notice that the graphic display can provide a useful troubleshooting tool (in this case indicating a missing coefficient value for a proper Gaussian response).

4. To return to the menu keys, press Return.
5. In addition to changing existing values, you can also insert and delete rows of coefficients and change the oversample ratio. Press More (2 of 2) to access these softkeys.

## Using Windowing to Modify Default FIR Filters

1. Access the Load Default FIR menu again and select the Nyquist filter.
2. Add Kaiser windowing by pressing **Window > Kaiser**.
3. The Beta factor is automatically activated when the Kaiser windowing function is selected. The default value provides a good compromise for optimizing out of band performance (ACP) without seriously compromising passband performance (EVM). For this example, increase the Beta factor to 8 which will further improve ACP.
4. Press **Return > Return > Generate**. The FIR table editor should now contain the coefficient values for the specified Gaussian filter with Kaiser windowing.
5. Press **Display Impulse Response** for a graphic representation of the filter impulse response as shown here:



6. To return to the menu keys, press **Return**.

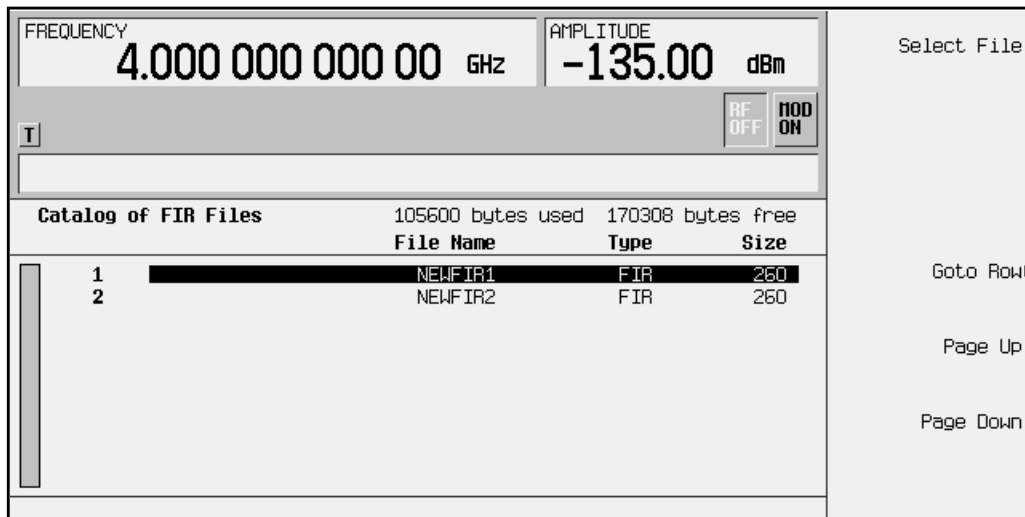
## Storing the Filter to Memory

1. Press **More 1 of 2 > Load/Store > Store To File**. The catalog of FIR files is displayed along with the amount of memory available.
2. Name the file NEWFIR2.
3. Press **Enter** when the file name is complete. The contents of the current FIR table editor are stored to a file in non-volatile memory, and the catalog of FIR files is updated to show the new file.

## Applying a User-Defined FIR Filter to a EDGE Modulation State

Custom FIR filters can be created using the FIR table editor feature or they can be created externally and downloaded into signal generator memory. Once the filter is stored in memory, it can be selected for use with your EDGE modulation state. This example requires that at least one FIR file be already stored in memory. For an example of creating and storing an FIR filter, see “Creating a User-Defined FIR Filter Using the FIR Table Editor”, earlier in this chapter.

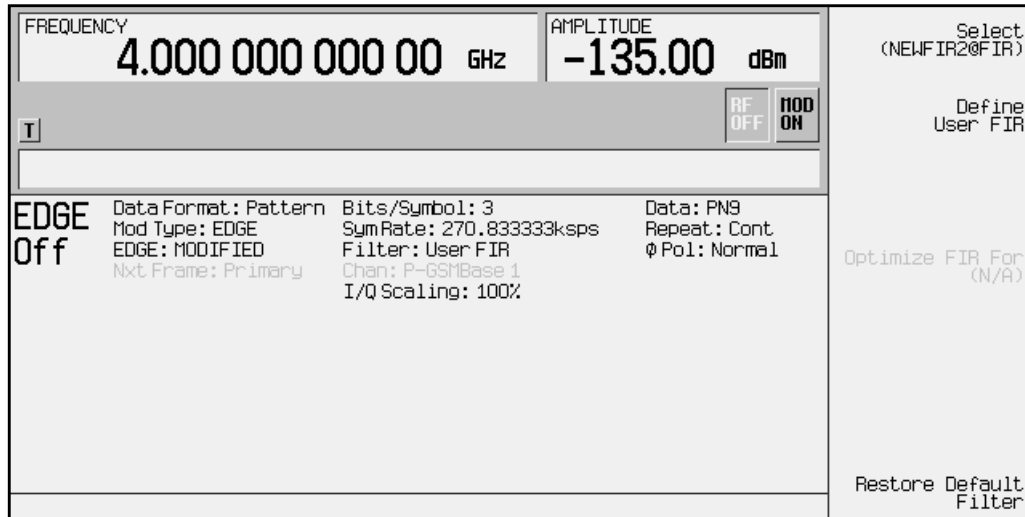
1. Preset the signal generator to normal preset conditions.
2. Press the front panel **Mode** key.
3. In the softkey menu, press **Real Time I/Q BaseBand** (if it appears) > **TDMA** > **EDGE** > **More (1 of 2)** > **Modify Standard** > **Filter** > **Select** > **User FIR**. The catalog of FIR files should now be displayed. The following illustration shows an example of the catalog.



In this example there are two FIR files listed: NEWFIR1, and NEWFIR2. (These files were created in the previous examples.)

4. Scroll down in the list until the desired filter is highlighted. In this example, NEWFIR2 is the desired filter. You can use the front-panel knob or the arrow keys as well as the GoTo Row function.

5. Press **Select File**. The highlighted filter is now selected for use in your EDGE modulation state. The following illustration shows our example displayed.



The filter you selected is NEWFIR2. You can see the name displayed below the **Select** softkey (at the top and right). In the Filter field, near the center of the display, **User FIR** is displayed to indicate that a user-defined FIR filter has been selected.

Once you have set the other modulation parameters to your satisfaction, turn on EDGE and the RF output and your user-defined filter is in use.

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**NOTE** The actual oversample ratio during modulation is automatically selected by the instrument. A value between 4 and 16 is chosen dependent on the symbol rate, the number of bits per symbol of the modulation type, and the number of symbols.

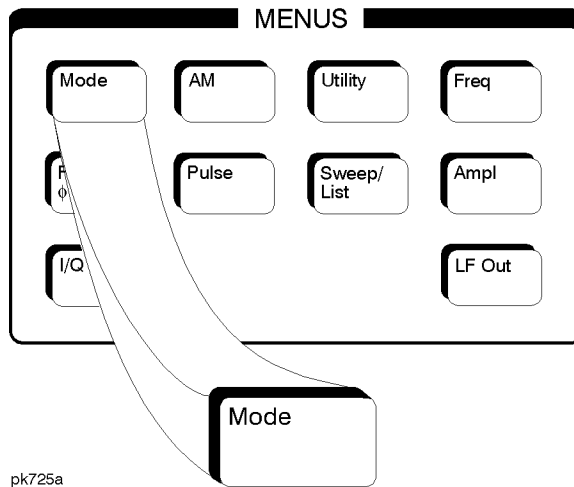
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## **3 Softkey Reference**

This chapter explains the each softkey in the EDGE menus. These softkeys provide capability for generating modulation according to the EDGE standard. Capability is also provided for customizing the modulation, filter, burst shape and other attributes of the protocol.

## Mode

Pressing the front panel **Mode** key accesses a menu of softkeys. These softkeys let you access further menus for configuring digital modulation formats such as EDGE. If you have multiple options and the **Real Time I/Q Baseband** softkey is visible, press it and then press **TDMA** to access the TDMA formats. This chapter assumes that the **TDMA** softkey is in the first menu.





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## EDGE

Pressing this softkey in the TDMA menu accesses a menu of softkeys for generating data patterns that are formatted into a framed structure (where the data bits are located in fields defined by the EDGE protocol) or for generating just the data pattern where the data sequence can be output a single time or repeatedly.

These softkeys are described in this section in alphabetical order. The key presses required to access the softkey are listed for each softkey. If you don't see a softkey in the indicated menu, it may be on the next page of the menu. Press the **More** softkey to access the next menu page.

### $\pi/4$ DQPSK

This softkey appears in two different situations, enabling you to either select a modulation, or load an I/Q map into the I/Q table editor.

#### Selecting a Modulation

Press this softkey to select  $\pi/4$  DQPSK ( $\pi/4$  Differential Quadrature Phase Shift Keying) for modulating a continuous stream of the selected data pattern.  $\pi/4$ DQPSK modulation transmits data at the rate of 2 bits per symbol. Notice that the modulation selection is shown in the text area of the display in the **Mod Type** field and also under the **Select** and **PSK** softkeys in the Modulation Type menus.

Softkey Location: **Mode** > **TDMA** > **EDGE** > **Modify Standard** > **Modulation Type** > **Select** > **PSK** >  $\pi/4$  DQPSK

#### Loading an I/Q Map

Press this softkey to load a  $\pi/4$  DQPSK ( $\pi/4$  Differential Quadrature Phase Shift Keying) I/Q map into the I/Q table editor. For details on editing I/Q maps, see [“Mapping Symbol Positions with the I/Q Table Editor”](#) on page 2-6.

Softkey Location: **Mode** > **TDMA** > **EDGE** > **Modify Standard** > **Modulation Type** > **Define User I/Q** > **Load Default I/Q Map** > **PSK** >  $\pi/4$  DQPSK

### 2-Lvl FSK

This softkey appears in two different situations. To select an FSK pattern to use as your modulation, press the softkeys listed under [“Selecting an FSK Modulation”](#) below. To load a default FSK pattern into the FSK table editor and modify it, press the softkeys listed under [“Modifying an FSK Pattern”](#) below.

## Selecting an FSK Modulation

Press this softkey to select 2-Level FSK (Frequency Shift Keying) for modulating a continuous stream of your selected data pattern. 2-Lvl FSK modulation transmits data at the rate of 1 bit per symbol. Notice that your modulation selection is shown in the text area of the display in the `Mod Type` field and under the **Select** softkey in the Modulation Type menu.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Select > FSK > 2-Lvl FSK**

## Modifying an FSK Pattern

Press this softkey to load a 2-Level FSK (Frequency Shift Keying) modulation pattern into the FSK table editor. 2-Lvl FSK modulation transmits data at the rate of 1 bit per symbol. For details on using the FSK table editor, see [“Building a Customized FSK Modulation using the FSK Table Editor”](#) on page 2-18.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Define User FSK > Load Default FSK > 2-Lvl FSK**

## 4 1's & 4 0's

Press this softkey to select a binary data pattern that consists of four ones followed by four zeroes. If you have selected **4 1's & 4 0's** in a pattern data transmission, both the **Data** and the **Other Patterns** softkeys will show this selection. In addition, `P4` (where “P” refers to Pattern and “4” refers to four ones and four zeroes) is displayed in the `Data` field in the top line of the text area of the display. If you have selected **4 1's & 4 0's** in a framed data transmission, both the **E** and the **Other Patterns** softkeys will show this selection. Also, `P4` is displayed in either the `Data` field or the `E` field (encryption bits), both of which are located near the bottom of the text area of the display. A single output of a framed `P4` data pattern consists of enough repetitions of four ones followed by four zeroes, followed by four ones and four zeroes, and so on, until the data fields in the timeslot are filled.

Softkey Location: **Mode > TDMA > EDGE > Data > Other Patterns > 4 1's & 4 0's**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Configure Normal > (Or Configure Custom) > E > Other Patterns > 4 1's & 4 0's**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Timeslot Type > Custom > Configure Custom > Data > Other Patterns > 4 1's & 4 0's**

## 4-Lvl FSK

This softkey appears in two different situations. To select an FSK pattern to use as your modulation, press the softkeys listed under [“Selecting an FSK Modulation”](#) below. To load a default FSK pattern into the FSK table editor and modify it, press the softkeys listed under [“Modifying an FSK Pattern”](#) below.

### Selecting an FSK Modulation

Press this softkey to select 4-Level FSK (Frequency Shift Keying) for modulating a continuous stream of your selected data pattern. 4-Lvl FSK modulation transmits data at the rate of 2 bits per symbol. Notice that your modulation selection is shown in the text area of the display in the `Mod Type` field and under the **Select** softkey in the Modulation Type menu.

Softkey Location: **Mode** > TDMA > EDGE > **Modify Standard** >  
**Modulation Type** > **Select** > FSK > 4-Lvl FSK

### Modifying an FSK Pattern

Press this softkey to load a 4-Level FSK (Frequency Shift Keying) modulation pattern into the FSK table editor. 4-Lvl FSK modulation transmits data at the rate of 2 bits per symbol. For details on using the FSK table editor, see [“Building a Customized FSK Modulation using the FSK Table Editor”](#) on page 2-18.

Softkey Location: **Mode** > TDMA > EDGE > **Modify Standard** >  
**Modulation Type** > **Define User FSK** > **Load Default FSK** > 4-Lvl FSK

## 4QAM

This softkey appears in two different situations, enabling you to either select a modulation, or load an I/Q map into the I/Q table editor.

### Selecting a Modulation

Press this softkey to select 4QAM (4-state Quadrature Amplitude Modulation) for modulating a continuous stream of the selected data pattern. 4QAM modulation transmits data at the rate of 2 bits per symbol. Notice that the modulation selection is shown in the text area of the display in the `Mod Type` field, and also under the **Select** and **QAM** softkeys in the Modulation Type menu.

Softkey Location: **Mode** > TDMA > EDGE > **Modify Standard** >  
**Modulation Type** > **Select** > QAM > 4QAM

## Loading an I/Q Map

Press this softkey to load a 4QAM (4-state Quadrature Amplitude Modulation) I/Q map into the I/Q table editor. For details on editing I/Q maps, see [“Mapping Symbol Positions with the I/Q Table Editor”](#) on page 2-6.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Define User I/Q > Load Default I/Q Map > QAM > 4QAM**

## 8 1's & 8 0's

Press this softkey to select a binary data pattern that consists of eight ones followed by eight zeroes. If you have selected **8 1's & 8 0's** in a pattern data transmission, both the **Data** and the **Other Patterns** softkeys will show this selection. In addition, **P8** (where “P” refers to Pattern and “8” refers to eight ones and eight zeroes) is displayed in the **Data** field in the top line of the text area of the display. If you have selected **8 1's & 8 0's** in a framed data transmission, both the **E** and the **Other Patterns** softkeys will show this selection. Also, **P8** is displayed in either the **Data** field or the **E** field (encryption bits), both of which are located near the bottom of the text area of the display. A single output of a framed **P8** data pattern consists of enough repetitions of eight ones followed by eight zeroes, followed by eight ones and eight zeroes, and so on, until the data fields in the timeslot are filled.

Softkey Location: **Mode > TDMA > EDGE > Data > Other Patterns > 8 1's & 8 0's**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Configure Normal > E > Other Patterns > 8 1's & 8 0's**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Timeslot Type > Custom > Configure Custom > Data > Other Patterns > 8 1's & 8 0's**

## 8-Lvl FSK

This softkey appears in two different situations. To select an FSK pattern to use as your modulation, press the softkeys listed under [“Selecting an FSK Modulation”](#) below. To load a default FSK pattern into the FSK table editor and modify it, press the softkeys listed under [“Modifying an FSK Pattern”](#) below.

### Selecting an FSK Modulation

Press this softkey to select 8-Level FSK (Frequency Shift Keying) for modulating a continuous stream of your selected data pattern. 8-Lvl FSK modulation transmits data at the rate of 3 bits per symbol. Notice that your modulation selection is shown in the text area of the display in the **Mod Type** field and under the **Select** softkey in the **Modulation Type** menu.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Select > FSK > 8-Lvl FSK**

### **Modifying an FSK Pattern**

Press this softkey to load an 8-Level FSK (Frequency Shift Keying) modulation pattern into the FSK table editor. 8-Lvl FSK modulation transmits data at the rate of 3 bits per symbol. For details on using the FSK table editor, see [“Building a Customized FSK Modulation using the FSK Table Editor”](#) on page 2-18.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Define User FSK > Load Default FSK > 8-Lvl FSK**

## **8PSK**

This softkey appears in two different situations, enabling you to either select a modulation, or load an I/Q map into the I/Q table editor.

### **Selecting a Modulation**

Press this softkey to select 8PSK (8-state Phase Shift Keying) for modulating a continuous stream of the selected data pattern. 8PSK modulation transmits data at the rate of 3 bits per symbol. Notice that the modulation selection is shown in the text area of the display in the `Mod Type` field and also under the **Select** and **PSK** softkeys in the **Modulation Type** menus.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Select > PSK > 8PSK**

### **Loading an I/Q Map**

Press this softkey to load a 8PSK (8-state Phase Shift Keying) I/Q map into the I/Q table editor. For details on editing I/Q maps, see [“Mapping Symbol Positions with the I/Q Table Editor”](#) on page 2-6.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Define User I/Q > Load Default I/Q Map > PSK > 8PSK**

## **16 1’s & 16 0’s**

Press this softkey to select a binary data pattern that consists of sixteen ones followed by sixteen zeroes. If you have selected **16 1’s & 16 0’s** in a pattern data transmission, both the **Data** and the **Other Patterns** softkeys will show this selection. In addition, `P16` (where “P” refers to Pattern and “16” refers to sixteen ones and sixteen zeroes) is displayed in the `Data` field in the top line of the text area of the display. If you have selected **16 1’s & 16 0’s** in a framed data transmission, both the **E** and the **Other Patterns** softkeys will show this selection. Also, `P16` is displayed in either the `Data` field or the `E` field (encryption bits), both of which are located near the bottom of the text area of the display. A single output of

a framed P16 data pattern consists of enough repetitions of sixteen ones followed by sixteen zeroes, followed by sixteen ones and sixteen zeroes, and so on, until the data fields in the timeslot are filled.

Softkey Location: **Mode > TDMA > EDGE > Data > Other Patterns > 16 1's & 16 0's**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Configure Normal > E > Other Patterns > 16 1's & 16 0's**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Timeslot Type > Custom > Configure Custom > Data > Other Patterns > 16 1's & 16 0's**

## 16-Lvl FSK

This softkey appears in two different situations. To select an FSK pattern to use as your modulation, press the softkeys listed under [“Selecting an FSK Modulation”](#) below. To load a default FSK pattern into the FSK table editor and modify it, press the softkeys listed under [“Modifying an FSK Pattern”](#) below.

### Selecting an FSK Modulation

Press this softkey to select 16-Level FSK (Frequency Shift Keying) for modulating a continuous stream of your selected data pattern. 16-Lvl FSK modulation transmits data at the rate of 4 bits per symbol. Notice that your modulation selection is shown in the text area of the display in the `Mod Type` field and under the **Select** softkey in the Modulation Type menu.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Select > FSK > 16-Lvl FSK**

### Modifying an FSK Pattern

Press this softkey to load a 16-Level FSK (Frequency Shift Keying) modulation pattern into the FSK table editor. 16-Lvl FSK modulation transmits data at the rate of 4 bits per symbol. For details on using the FSK table editor, see [“Building a Customized FSK Modulation using the FSK Table Editor”](#) on page 2-18.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Define User FSK > Load Default FSK > 16-Lvl FSK**

## 16PSK

This softkey appears in two different situations, enabling you to either select a modulation, or load an I/Q map into the I/Q table editor.

### Selecting a Modulation

Press this softkey to select 16PSK (16-state Phase Shift Keying) for modulating a continuous stream of the selected data pattern. 16PSK modulation transmits data at the rate of 4 bits per symbol. Notice that the modulation selection is shown in the text area of the display in the `Mod Type` field and also under the **Select** and **PSK** softkeys in the Modulation Type menus.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Select > PSK > 16PSK**

### Loading an I/Q Map

Press this softkey to load a 16PSK (16-state Phase Shift Keying) I/Q map into the I/Q table editor. For details on editing I/Q maps, see [“Mapping Symbol Positions with the I/Q Table Editor”](#) on page 2-6.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Define User I/Q > Load Default I/Q Map > PSK > 16PSK**

## 16QAM

This softkey appears in two different situations, enabling you to either select a modulation, or load an I/Q map into the I/Q table editor.

### Selecting a Modulation

Press this softkey to select 16QAM (16-state Quadrature Amplitude Modulation) for modulating a continuous stream of the selected data pattern. 16QAM modulation transmits data at the rate of 4 bits per symbol. Notice that the modulation selection is shown in the text area of the display in the `Mod Type` field and also under the **Select** and **QAM** softkeys in the Modulation Type menus.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Select > QAM > 16QAM**

### Loading an I/Q Map

Press this softkey to load a 16QAM (16-state Quadrature Amplitude Modulation) I/Q map into the I/Q table editor. For details on editing I/Q maps, see [“Mapping Symbol Positions with the I/Q Table Editor”](#) on page 2-6.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Define User I/Q > Load Default I/Q Map > QAM > 16QAM**

## 32 1's & 32 0's

Press this softkey to select a binary data pattern that consists of thirty-two ones followed by thirty-two zeroes. If you have selected **32 1's & 32 0's** in a pattern data transmission, both the **Data** and the **Other Patterns** softkeys will show this selection. In addition, P32 (where "P" refers to Pattern and "32" refers to thirty-two ones and thirty-two zeroes) is displayed in the **Data** field in the top line of the text area of the display. If you have selected **32 1's & 32 0's** in a framed data transmission, both the **E** and the **Other Patterns** softkeys will show this selection. In addition, P32 is displayed in either the **Data** field or the **E** field (encryption bits), both of which are located near the bottom of the text area of the display. A single output of a framed P32 data pattern consists of enough repetitions of thirty-two ones followed by thirty-two zeroes, followed by thirty-two ones and thirty-two zeroes, and so on, until the data fields in the timeslot are filled. If this data pattern is selected for a timeslot with fewer than 64 bits available in the data field, the data pattern is truncated at the point where the timeslot is filled.

Softkey Location: **Mode > TDMA > EDGE > Data > Other Patterns > 32 1's & 32 0's**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Configure Normal > E > Other Patterns > 32 1's & 32 0's**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Timeslot Type > Custom > Configure Custom > Data > Other Patterns > 32 1's & 32 0's**

## 32QAM

This softkey appears in two different situations, enabling you to either select a modulation, or load an I/Q map into the I/Q table editor.

### Selecting a Modulation

Press this softkey to select 32QAM (32-state Quadrature Amplitude Modulation) for modulating a continuous stream of the selected data pattern. 32QAM modulation transmits data at the rate of 5 bits per symbol. Notice that the modulation selection is shown in the text area of the display in the **Mod Type** field and also under the **Select** and **QAM** softkeys in the **Modulation Type** menus.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Select > QAM > 32QAM**



## Loading an I/Q Map

Press this softkey to load a 32QAM (32-state Quadrature Amplitude Modulation) I/Q map into the I/Q table editor. For details on editing I/Q maps, see “Mapping Symbol Positions with the I/Q Table Editor” on page 2-6.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Define User I/Q > Load Default I/Q Map > QAM > 32QAM**

## 64 1's & 64 0's

Press this softkey to select a binary data pattern that consists of sixty-four ones followed by sixty-four zeroes. If you have selected **64 1's & 64 0's** in a pattern data transmission, both the **Data** and the **Other Patterns** softkeys will show this selection. In addition, P64 (where “P” refers to Pattern and “64” refers to sixty-four ones and sixty-four zeroes) is displayed in the **Data** field in the top line of the text area of the display. If you have selected **64 1's & 64 0's** in a framed data transmission, both the **E** and the **Other Patterns** softkeys will show this selection. In addition, P64 is displayed in either the **Data** field or the **E** field (encryption bits), both of which are located near the bottom of the text area of the display. A single output of a framed P64 data pattern consists of enough repetitions of sixty-four ones followed by sixty-four zeroes, followed by sixty-four ones and sixty-four zeroes, and so on, until the data fields in the timeslot are filled.

Softkey Location: **Mode > TDMA > EDGE > Data > Other Patterns > 64 1's & 64 0's**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Configure Normal > E > Other Patterns > 64 1's & 64 0's**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Timeslot Type > Custom > Configure Custom > Data > Other Patterns > 64 1's & 64 0's**

## 64QAM

This softkey appears in two different situations, enabling you to either select a modulation, or load an I/Q map into the I/Q table editor.

### Selecting a Modulation

Press this softkey to select 64QAM (64-state Quadrature Amplitude Modulation) for modulating a continuous stream of the selected data pattern. 64QAM modulation transmits data at the rate of 6 bits per symbol. Notice that the modulation selection is shown in the text area of the display in the **Mod Type** field and also under the **Select** and **QAM** softkeys in the Modulation Type menus.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Select > QAM > 64QAM**

## Loading an I/Q Map

Press this softkey to load a 64QAM (64-state Quadrature Amplitude Modulation) I/Q map into the I/Q table editor. For details on editing I/Q maps, see [“Mapping Symbol Positions with the I/Q Table Editor”](#) on page 2-6.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Define User I/Q > Load Default I/Q Map > QAM > 64QAM**

## 256QAM

Press this softkey to select 256QAM (256-state Quadrature Amplitude Modulation) for modulating a continuous stream of your selected data pattern. 256QAM modulation transmits data at the rate of 8 bits per symbol. Notice that your modulation selection is shown in the text area of the display in the **Mod Type** field and also under the **Select** and **QAM** softkeys in the Modulation Type menus.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Select > QAM > 256QAM**

Or: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Define User I/Q > Load Default I/Q Map > QAM > 256QAM**

## All Timeslots

Press this softkey to output a 1-bit pulse to the EVENT 1 rear panel connector that is synchronized to the first bit of each timeslot in a frame. If you have entered a value for **Sync Out Offset**, the synchronizing pulse is offset by the number of bits specified.

Softkey Location: **Mode > TDMA > EDGE > Data Format Pattern Framed > Sync Out > All Timeslots**

## BBG Data Clock Ext Int

Press this softkey to select the internal data clock for the baseband generator or to select an externally-supplied data clock. A data clock or symbol clock input must be supplied when external mode is selected. For more information on input and output signals, refer to [Chapter 4, “Operation.”](#)

Default Value: Int

Softkey Location: **Mode > TDMA > EDGE > Configure Hardware > BBG Data Clock Ext Int**

## Begin Frame

Press this softkey to output a 1-bit pulse to the EVENT 1 rear panel connector that is synchronized to the first bit of the first frame. If you have entered a value for **Sync Out Offset**, the synchronizing pulse is offset by the number of bits specified. The number of trigger pulses generated depends on the framed data patterns selected:

- If a PN9 or PN15 data pattern is selected, a single frame is generated. The data fields of the frame are filled sequentially with the PRBS data. The synchronizing pulse occurs at the beginning of the frame each time it is transmitted.
- Any combination of external data and a PN9 data pattern will cause 511 frames to be generated. The synchronizing pulse occurs at the beginning of the first of the 511 frames each time that frame is transmitted.
- Any combination of external data and a PN15 data pattern will cause a discontinuous PN15. A discontinuous PN15 pattern consists of as many complete frames of PN15 data as can be generated. The remaining bits that do not completely fill a frame are truncated. The synchronizing pulse occurs at the beginning of the first frame each time that frame is transmitted.
- Any combination of user's files and a PN15 data pattern will cause a discontinuous PN15. The synchronizing pulse occurs at the beginning of the first frame each time that frame is transmitted.

Softkey Location: **Mode > TDMA > EDGE > Data Format Pattern Framed > Sync Out > Begin Frame**

## Begin Pattern

Press this softkey to output a 1-bit pulse to the EVENT 1 rear panel connector that is synchronized to the first bit of your unframed data pattern (**Data Format Pattern Framed** is set to **Pattern**), and for each repetition of the pattern. If you have entered a value for **Sync Out Offset**, the synchronizing pulse is offset by the number of bits specified.

Softkey Location: **Mode > TDMA > EDGE > Sync Out > Begin Pattern**

## Begin Timeslot

Press this softkey to output a 1-bit pulse to the EVENT 1 rear panel connector that is synchronized to the first bit of a selected timeslot. If you have entered a value for **Sync Out Offset**, the synchronizing pulse is offset by the number of bits specified. Select the timeslot by pressing **Begin Timeslot**. The timeslot number for the synchronization signal becomes the active function. Enter a value using the front panel knob, up and down arrow keys, or enter the value using the numeric keypad and press the **Enter** terminator softkey.

Range: 0 through 7

Default Value: 0

Softkey Location: **Mode** > **TDMA** > **EDGE** > **Data Format Pattern Framed** >  
**Sync Out** > **Begin Timeslot**

## Beta

This softkey is activated automatically when the Kaiser windowing function is selected. The default Beta factor provides a good compromise for optimizing out of band performance (ACP) without seriously compromising passband performance (EVM). Changing the Beta factor adjusts the trade-off between ACP and EVM. Decreasing the value improves EVM. Increasing the value improves ACP.

Range: 1.000 through 10.000

Default Value: 4.000

Softkey Location: **Mode** > **TDMA** > **EDGE** > **Modify Standard** > **Filter** >  
**Define User I/Q** > **Load Default FIR** > **Root Nyquist (or any other filter)** >  
**Window** > **Kaiser** > **Beta**

## BPSK

This softkey appears in two different situations, enabling you to either select a modulation, or load an I/Q map into the I/Q table editor.

### Selecting a Modulation

Press this softkey to select BPSK (Binary Phase Shift Keying) modulation for modulating a continuous stream of the selected data pattern. BPSK modulation transmits data at the rate of 1 bit per symbol. Notice that the modulation selection is shown in the text area of the display in the **Mod Type** field and also under the **Select** and **PSK** softkeys in the Modulation Type menus.

Softkey Location: **Mode** > **TDMA** > **EDGE** > **Modify Standard** >  
**Modulation Type** > **Select** > **PSK** > **BPSK**

### Loading an I/Q Map

Press this softkey to load a BPSK (Binary Phase Shift Keying) modulation I/Q map into the I/Q table editor. For details on editing I/Q maps, see [“Mapping Symbol Positions with the I/Q Table Editor”](#) on page 2-6.

Softkey Location: **Mode** > **TDMA** > **EDGE** > **Modify Standard** >  
**Modulation Type** > **Define User I/Q** > **Load Default I/Q Map** > **PSK** > **BPSK**

## Burst Shape

Pressing this softkey accesses a menu of choices for modifying the burst shape of the framed data. In this menu, you can change the rise and fall time of the burst, in bits, the rise and fall delay of the burst, in bits, or preset the default values. Access to another menu is also provided to specify the burst shape.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Burst Shape**

## Burst Shape Type

Pressing this softkey accesses a menu for specifying either the default burst shape (sine) or a user-defined burst shape file. User files must be downloaded into signal generator memory via SCPI; they cannot be created via the front panel. (Refer to [“Burst Shape Files, Creating”](#) on page 5-3.)

Default Value: Sine

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Burst Shape > Burst Shape Type**

## Bus

Press this softkey to use the HP-IB as the pattern trigger for a single output of an unframed data pattern or as the frame trigger for a single output of framed data. Once selected, you can trigger a single event at any time by sending a trigger command over HP-IB (\*TRG) or by asserting the HP-IB GET (group execute trigger) line.

In secondary frame mode, selecting Bus allows the next frame type to be toggled by the \*TRG or GET command. This secondary frame will be used once the current frame has been completely transmitted.

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### NOTE

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Pattern Repeat and Pattern Trigger functions are *not* available if you use either a PN data sequence, or an external data source.

Softkey Location: **Mode > TDMA > EDGE > Pattern Repeat Single Cont > Pattern Trigger > Bus**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Frame Repeat Single Cont > Frame Trigger > Bus**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Configure Frame > Secondary Frame Trigger > Bus**

## C4FM

This softkey appears in two different situations. To select a C4FM FSK pattern to use as your modulation, press the softkeys listed under [“Selecting an FSK Modulation”](#) below. To load a default C4FM FSK pattern into the FSK table editor and modify it, press the softkeys listed under [“Modifying an FSK Pattern”](#) below.

### Selecting an FSK Modulation

Press this softkey to select C4FM for modulating a continuous stream of your selected data pattern. C4FM is an APCO 25-compliant, 4-level FSK (Frequency Shift Keying) modulation that transmits data at the rate of 2 bits per symbol. Notice that your modulation selection is shown in the text area of the display in the Mod Type field and under the Select softkey in the Modulation Type menu.

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**NOTE**

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APCO 25 (Association of Public-Safety Communications Officials - International, Inc., Project 25) is a standard setting initiative for public-safety communications.

Softkey Location: Mode > TDMA > EDGE > Modify Standard > Modulation Type > Select > FSK > C4FM

### Modifying an FSK Pattern

Press this softkey to load a C4FM FSK (Frequency Shift Keying) modulation pattern into the FSK table editor. C4FM FSK modulation transmits data at the rate of 2 bits per symbol. For details on using the FSK table editor, see [“Building a Customized FSK Modulation using the FSK Table Editor”](#) on page 2-18.

Softkey Location: Mode > TDMA > EDGE > Modify Standard > Modulation Type > Define User FSK > Load Default FSK > C4FM

## Channel Band

Pressing this softkey accesses a menu of choices for assigning channel bands based on the GSM standard. The output frequency depends on both the channel band and channel number selections.

Default Value: P-GSM Base

Softkey Location: Mode > TDMA > EDGE > Freq Channels > Channel Band

## Channel Number

Pressing this softkey allows you to change the channel numbers (the frame carrier frequency) based on frequency channels defined in the GSM standard. To change the channel number, rotate the front panel knob until the desired value is displayed, use the up and down arrow keys, or enter the value using the numeric keypad. The output frequency depends on both the channel band and channel number selections.

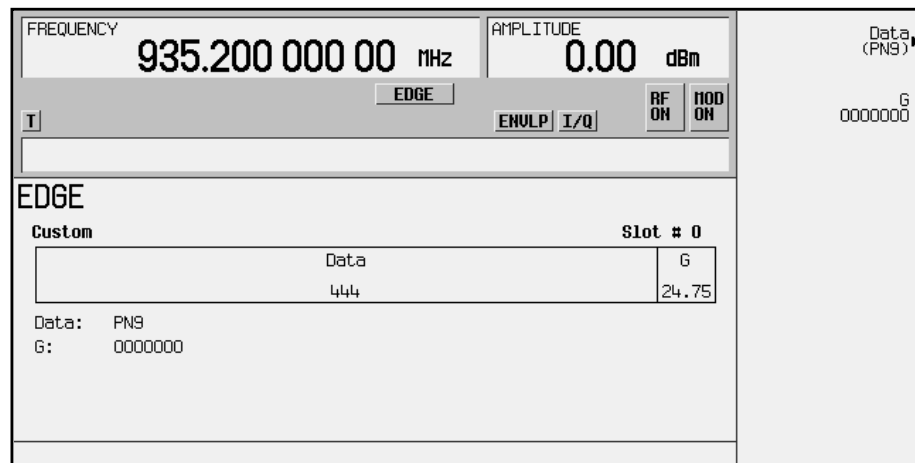
Range: 1 through 124

Default Value: 1

Softkey Location: **Mode > TDMA > EDGE > Freq Channels > Channel Number**

## Configure Custom

Pressing this softkey accesses a menu of softkeys for selecting the data pattern for a custom timeslot. The following figure shows an example of the display graphics for a custom timeslot. The visual representation of the timeslot shows each field of the custom timeslot.



In this example:

- **Data: PN9** - Shows the current data selection. Press the **Data** softkey to change the data selection. Other selections allowed include PN15, fixed 4-bit patterns, fixed patterns of ones and zeroes, user files, or external data.
- **G: 0000000** - Guard time appears in the visual representation of the timeslot as a 24.75-bit field. In the actual implementation, the guard time field in timeslots 0 and 4 are 27 bits long and the remaining timeslots contain 24 bit fields. You can edit the guard time value by pressing the **G** softkey. However, if the guard time bits of the current timeslot don't match the tail bits of the next timeslot the burst shape will not be smooth (even if the current timeslot is turned off).

Softkey Location: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Timeslot Type > Custom > Configure Custom**

## Configure Differential Encoding

Press this softkey to display a menu and editor (a Differential State Map) for creating user-defined differential encoding for the user-defined modulation table being edited. Use this table to enter the Symbol Table Offset for each binary data bit.

For a detailed explanation of differential encoding, see [“Understanding Differential Encoding”](#) on page 4-20.

For information on using the Differential State Map editor, see [“Mapping Custom Differential Encoding”](#) on page 2-29.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Define User I/Q > Configure Differential Encoding**

Or: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Define User FSK > Configure Differential Encoding**

## Configure Frame

Pressing this softkey accesses a menu of choices for controlling the entire selected frame. These frame-wide functions include scramble operating state, scramble seed data, secondary frame operating state, recalling and saving secondary frame states, and secondary frame state triggering options.

Softkey Location: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Configure Frame**

## Configure Hardware

Pressing this softkey accesses a menu that allows you to select a particular latch or hardware configuration to meet your specific needs.

Softkey Location: **Mode > TDMA > EDGE > Configure Hardware**

## Configure Normal

Pressing this softkey accesses a menu of softkeys for configuring a normal timeslot. The following figure shows an example of display graphics for a normal timeslot. The visual representation of the timeslot shows each field of the timeslot as it is defined by the EDGE standard.



FREQUENCY		935.200 000 00 MHz		AMPLITUDE		0.00 dBm	
T						RF ON	MOD ON
EDGE							
Normal						Slot # 0	
T1	E	S	TS	S	E	T2	G
9	171	3	78	3	171	9	24.75
T1:	000		TS:	09E4F3FF249E49E4F3FF		T2:	000
E:	PN9		T2:	000		G:	0000000
S:	0		G:	0000000			

In this example:

- T1: 000 - Shows the hexadecimal value for the 9-bit tail field. You can edit this value by pressing the **T1** softkey. However, if the guard time bits of the previous timeslot don't match the tail bits of the current timeslot the burst shape will not be smooth (even if the previous timeslot is turned off).
- E: PN9 - Shows the current data selection (encryption bits). Press the **E** softkey to change the data selection. Other selections allowed include PN15, fixed 4-bit patterns, fixed patterns of ones and zeroes, user files, or external data.
- S: 0 - Indicates that both stealing flag fields for this timeslot are zero. You can edit this value by pressing the **S** softkey.
- TS: 09E4F3FF249E49E4F3FF - Shows the hexadecimal value for the 78-bit training sequence. You can edit this value by pressing the **TS** softkey.
- T2: 000 - Shows the hexadecimal value for the 9-bit tail field.
- G: 0000000 - Shows the hexadecimal value for the guard time field. Guard time appears in the visual representation of the timeslot as a 24.75-bit field. In the actual implementation, the guard time field in timeslots 0 and 4 are 27 bits long and the remaining timeslots contain 24 bit fields. You can edit the guard time value by pressing the **G** softkey. However, if the guard time bits of the current timeslot don't match the tail bits of the next timeslot the burst shape will not be smooth (even if the current timeslot is turned off).

Softkey Location: Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Configure Normal

## Configure Timeslots

Pressing this softkey accesses a menu of choices for configuring the timeslots. In this menu, select which timeslots to turn on or off. Then use the Timeslot Type menu to choose between custom, normal, frequency correction, synchronization, dummy and access bursts. Use the subsequent menus to configure the timeslots. This softkey is inactive until you set the **Data Format Pattern Framed** softkey to **Framed**.

Softkey Location: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots**

## Custom

Press this softkey to select a custom timeslot type for the active timeslot. A custom timeslot is configured using an internally-generated data pattern, a downloaded sequence of bits stored in a user file, or by supplying external data. The custom timeslot is provided for users' flexibility but it is not a standard EDGE timeslot type.

When you have selected **Custom** for a timeslot, the visual representation of the timeslot pattern on the display is immediately updated to show your configuration.

Softkey Location: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Timeslot Type > Custom**

## Custom TS

Press this softkey to edit the selected training sequence code. The hexadecimal value for the training sequence will be displayed in the active entry area. Once modified, the new value will survive a power cycle, but at preset the default value will be restored. Pressing the TS0 through TS7 keys will set the Custom TS value to the value of the selected training sequence code.

Range: 0 through 3FFFFFFFFFFFFFFFFFFFFF

Default Value: TSC0

Softkey Location: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Configure Normal > TS > Custom TS**

## D8PSK

This softkey appears in two different situations, enabling you to either select a modulation, or load an I/Q map into the I/Q table editor.

### Selecting a Modulation

Press this softkey to select D8PSK (Differential 8-state Phase Shift Keying) for modulating a continuous stream of the selected data pattern. D8PSK modulation transmits data at the rate of 3 bits per symbol. Notice that the modulation selection is shown in the text area of the display in the `Mod Type` field and also under the **Select** and **PSK** softkeys in the Modulation Type menus.

Softkey Location: **Mode** > **TDMA** > **EDGE** > **Modify Standard** > **Modulation Type** > **Select** > **PSK** > **D8PSK**

### Loading an I/Q Map

Press this softkey to load a D8PSK (Differential 8-state Phase Shift Keying) I/Q map into the I/Q table editor. For details on editing I/Q maps, see [“Mapping Symbol Positions with the I/Q Table Editor”](#) on page 2-6.

Softkey Location: **Mode** > **TDMA** > **EDGE** > **Modify Standard** > **Modulation Type** > **Define User I/Q** > **Load Default I/Q Map** > **PSK** > **D8PSK**

## Data

Pressing this softkey accesses a menu of choices for internal data generation (PN9, PN15, fixed, 4-bit repeating sequences, set patterns of ones and zeroes) or you can choose to supply your own data (download a binary file or input data using the DATA INPUT connector). This softkey is available in the EDGE menu to select a data pattern for modulated transmissions that are not framed. With **EDGE Off On** set to **On** and **Data Format Pattern Framed** set to **Pattern**, the signal generator then outputs either a single modulated occurrence (**Pattern Repeat Single**) or a continuous modulated stream (**Pattern Repeat Cont**) of your choice of data.

---

**NOTE**

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Pattern Repeat and Pattern Trigger functions are *not* available if you use either a PN data sequence, or an external data source.

Default Value: PN9

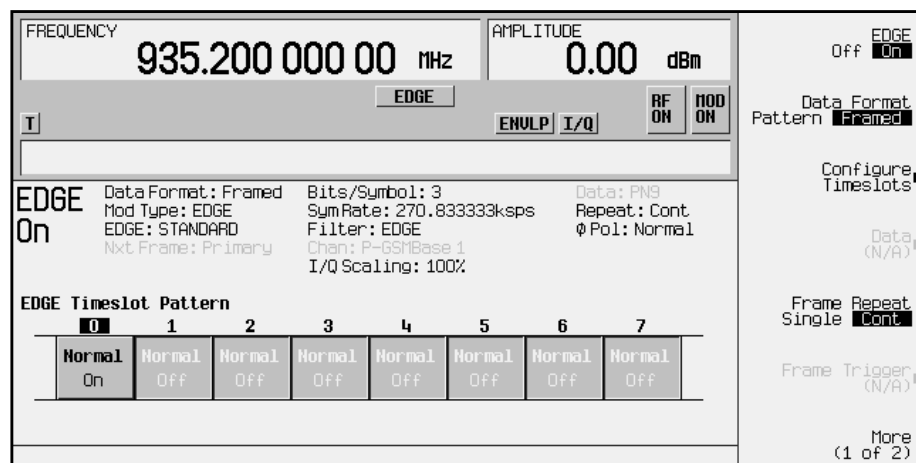
Softkey Location: **Mode** > **TDMA** > **EDGE** > **Data**

## Data Format Pattern Framed

Press this softkey to toggle between **Data Format Pattern** and **Data Format Framed** modes. When you select **Framed** you will be transmitting your framed data pattern in an EDGE format.

When you select **Data Format Pattern**, you will be transmitting a continuous stream of your selected data pattern. Select the data pattern using the **Data** softkey. The **Data** softkey is activated when you select **Data Format Pattern** and inactivated when you select **Data Format Framed**.

The **Data Format Pattern Framed** softkey is coupled to the **Burst Envelope Off On** softkey in the **I/Q** menu. At any time that EDGE is enabled (**EDGE Off On** is set to **On**) and **Data Format Pattern Framed** is set to **Framed**, the **ENVLP** annunciator is turned on in the display (indicating that **Burst Envelope On** is also selected). The following figure shows the display graphics that appear when EDGE is enabled, **Data Format Pattern Framed** is set to **Framed**, and you are not configuring a timeslot:



In this example:

- **EDGE On** - Indicates that Edge is enabled. This field changes to **EDGE Off** when **EDGE Off On** is set to **Off**.
- **Data Format: Framed** - Indicates that the data pattern is a framed transmission. This field changes to **Data Format: Pattern** when the **Data Format Pattern Framed** softkey is set to **Pattern** indicating that you are transmitting a continuous stream of your selected data pattern.
- **Mod Type: EDGE** - Indicates that EDGE modulation ( $3\pi/8$  rotating 8PSK) is being internally generated.
- **EDGE: STANDARD** - Indicates that the structure of the EDGE transmission follows the standard as defined by the EDGE protocol. This field changes to **EDGE: MODIFIED** when any of the EDGE format characteristics are changed.

- **Nxt Frame: Primary** - Indicates that the next frame triggered will be the primary frame. When secondary frame is turned on and the primary frame has been triggered, this field changes to **Nxt Frame: Secondary**. In this example, this field is grey, indicating that the secondary frame state is turned off.
- **Bits/Symbol: 3** - Indicates that 3 bits per symbol are required according to the EDGE standard.
- **Sym Rate: 270.833333ksps** - The symbol rate is set according to the EDGE standard. This can be changed in the Symbol Rate menu. A \* next to the value indicates that it differs from the standard.
- **Filter: EDGE** - Indicates that the default EDGE filter is used (linearized Gaussian). This can be changed in the Filter menu.
- **Chan: P-GSMBase1** - Indicates that channel 1 of the P-GSM 900 Base is selected. This can be changed in the Freq Channels menu.
- **I/Q Scaling: 100%** - Indicates that the I/Q scaling is set to 100%. This can be changed in the Configure Hardware menu.
- **Data: PN9** - Indicates that a PN9 sequence has been selected for transmitting without framing. In this example, the text in this field is grey, indicating an inactive function (framed mode is on). Other selections allowed include a PN15 sequence, fixed 4-bit patterns, fixed patterns of ones and zeroes, user files, or external data.
- **Repeat: Cont** - Indicates that the data pattern repeat is set to continuous mode. If you select single mode, this field changes to **Repeat: Single**.
- **ΦPol: Normal** - Indicates the direction of rotation of the phase modulation vector. If you select inverted mode, this field changes to **ΦPol: Invert**.
- The visual representation of the EDGE timeslot pattern shows, in this case, that timeslot 0 is on and all the timeslots are configured as normal timeslots. The timeslot pattern is displayed only when **Data Format Pattern Framed** is set to **Framed**.

To configure the timeslots, press the **Configure Timeslots** softkey. The **Configure Timeslots** softkey is activated when you select **Data Format Framed** and is inactivated when you select **Data Format Pattern**.

Default Value: Pattern

Softkey Location: **Mode > TDMA > EDGE > Data Format Pattern Framed**

## DCS Base

Pressing this softkey selects DCS 1800 Base as the channel band for EDGE. DCS 1800 Base contains channels 512 through 885.

Softkey Location: **Mode > TDMA > EDGE > Freq Channels > Channel Band > DCS Base**

## DCS Mobile

Pressing this softkey selects DCS 1800 Mobile as the channel band for EDGE. DCS 1800 Mobile contains channels 512 through 885.

Softkey Location: **Mode > TDMA > EDGE > Freq Channels > Channel Band > DCS Mobile**

## Define User FIR

Press this softkey to access a table editor for creating and modifying FIR filters. The FIR table editor allows a maximum filter length of 1024 taps (32 symbols with a maximum oversampling ratio of 32). The instrument hardware, however, is actually limited to 32 symbols, an oversample ratio between 4 and 16, and 256 coefficients. So if you enter more than 32 symbols or 256 coefficients, the instrument will be unable to use the filter. If the oversample ratio is different from the internal, optimally selected one, the filter will be resampled to the most optimal oversample ratio. Examples of using the FIR table editor are provided in the “Using Functions” chapter.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Define User FIR**

## Define User FSK

Pressing this softkey displays the FSK table editor, where you can define custom asymmetric (or symmetric) FSK modulation patterns. The FSK table editor enables you to define a frequency deviation and load a default symmetric FSK pattern (2-Lvl, 4-Lvl, 8-Lvl, 16-Lvl, or C4FM) or create a modulation pattern based on user-defined frequency values.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Define User FSK**

## Define User I/Q

Pressing this softkey displays the I/Q table editor, where you can directly define symbol positions. The I/Q table editor enables you to create custom constellation diagrams that you can save to an I/Q file catalog (see [“Mapping Symbol Positions with the I/Q Table Editor”](#) on page 2-6).

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Define User I/Q**

## Delete All Rows

Press this softkey to erase the current table values. Be careful with this softkey, because there is no “undo” key.

Delete All Rows is located in the table editor menus.

## Delete File

Pressing this softkey will delete the highlighted file from the displayed catalog.

Delete File is located in the catalogs of files.

## Delete Row

Press this softkey to delete the highlighted row in a table editor.

Delete Row is located in the table editor menus.

## Differential Encoding Off On

Press this softkey to change the operational state of the user-defined Differential Encoding.

For a detailed explanation of differential encoding, see [“Understanding Differential Encoding”](#) on page 4-20.

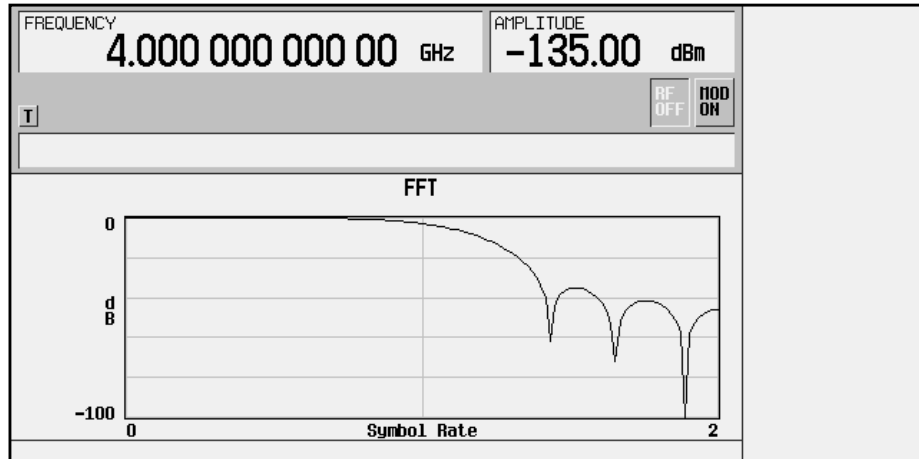
For information on using the Differential State Map editor, see [“Mapping Custom Differential Encoding”](#) on page 2-29.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Define User I/Q > Differential Encoding Off On**

Or: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Define User FSK > Differential Encoding Off On**

## Display FFT

Press this softkey to display a graphical representation of the filter frequency response (calculated using a fast Fourier transform). The following is an example of the frequency response of a root Nyquist filter with an oversample ratio of 4.

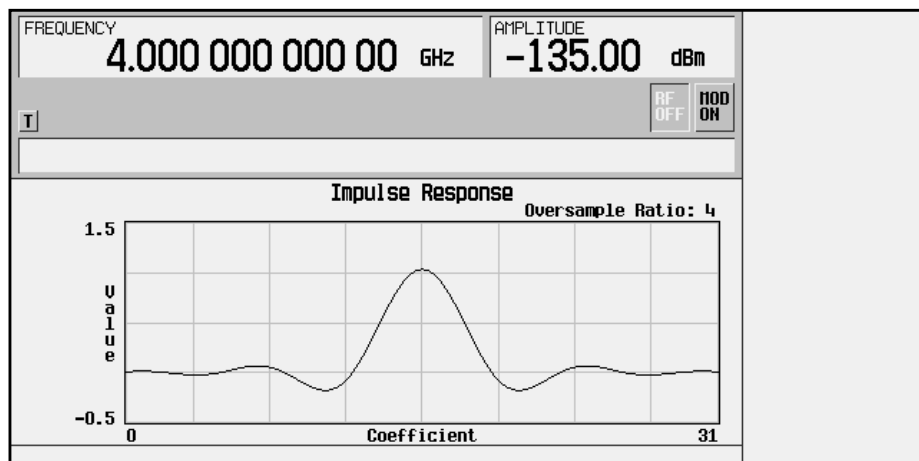


To return to the FIR table editor and the menu keys, press Return.

Softkey Location: Mode > TDMA > EDGE > Modify Standard > Filter > Define User FIR > Load Default FIR > Root Nyquist (or any other filter selection) > Generate > Display FFT

## Display Impulse Response

Press this softkey to display a graphical representation of the filter impulse response in time. The following is an example of the impulse response of a root Nyquist filter with an oversample ratio of 4.



To return to the FIR table editor and the menu keys, press Return.



Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Define User FIR > Load Default FIR > Root Nyquist (or any other filter selection) > Generate > Display Impulse Response**

## E

Pressing this softkey accesses a menu of choices for internal data generation (PN9, PN15, fixed, 4-bit repeating sequences, set patterns of ones and zeroes) or you can choose to supply your own data (download a binary file or input data using the DATA INPUT connector) for configuring the timeslot encryption bit fields.

Default Value: PN9

Softkey Location: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Configure Normal > E**

## EDGE

This softkey appears in three different positions: a top level menu selection to access the EDGE capability, a filter selection, and a modulation selection.

### Accessing EDGE Capability

Press the **EDGE** softkey in the TDMA menu to access the softkey menus for generating modulation according to the EDGE standard. Capability is also provided for customizing the modulation, filter, burst shape and other attributes of the protocol.

Softkey Location: **Mode > TDMA > EDGE**

### Selecting the EDGE Filter

Press the **EDGE** softkey in the Select (filter) menu to select the EDGE pre-modulation filter (linearized Gaussian). The EDGE filter is the default selection as specified by the EDGE standard.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Select > EDGE**

### Selecting EDGE Modulation

Press the **EDGE** softkey in the Select (modulation type) menu to enable EDGE modulation ( $3\pi/8$  rotating 8PSK). EDGE modulation transmits data at the rate of 6 bits per symbol. EDGE modulation is the default selection as specified by the EDGE standard.

Softkey Location: **Mode > EDGE > Modify Standard > Modulation Type > Select > EDGE**

## EDGE Off On

Press this softkey to enable the EDGE communications standard. Setting **EDGE Off On** to **On** sets up the internal hardware to generate a signal that follows the EDGE standard. The internal I/Q modulator generates  $3\pi/8$  rotating 8PSK digital modulation and the **EDGE** and **I/Q** annunciators are turned on in the display. Although the digital modulation is enabled with this softkey, the RF carrier is modulated by the enabled modulation only when you have also set **Mod On/Off** to **On**.

Setting **EDGE Off On** to **On** presets the following softkeys in the I/Q menu: **I/Q Off On** is set to **On** and **I/Q Source** is set to **Int I/Q**. You can override these selections in the I/Q menu.

Default Value: Off

Softkey Location: **Mode > TDMA > EDGE > EDGE Off On**

## Edit Item

Press this softkey to select the highlighted value for editing in the current table editor. After you select the item this way, you can use the front panel RPG and arrow keys to edit the value.

**Edit Item** is located in the table editor menus.

## E-GSM Base

Pressing this softkey selects E-GSM 900 Base as the frequency band for EDGE. E-GSM 900 Base contains channels 0 through 124 and 975 through 1023.

Softkey Location: **Mode > TDMA > EDGE > Freq Channels > Channel Band > E-GSM Base**

## E-GSM Mobile

Pressing this softkey selects E-GSM 900 Mobile as the frequency band for EDGE. E-GSM 900 Mobile contains channels 0 through 124 and 975 through 1023.

Softkey Location: **Mode > TDMA > EDGE > Freq Channels > Channel Band > E-GSM Mobile**

## Ext

Press this softkey in the data selection menus to select external data. With **Ext** selected, you should apply the data signal to the DATA INPUT connector. If you have selected **Ext** as a data pattern for modulated transmissions that are not framed (**Data Format Pattern Framed** is set to **Pattern**), **Ext** is displayed in the **Data** field in the top line of the text area of the display. If you have selected **Ext** for configuring the timeslot data fields, **EXT** is displayed in either the **Data** field or the **E** field (encryption bits), both of which are located near the bottom of the text area of the display. In framed mode, the external data is gated to the data regions of the timeslot.

Another **Ext** softkey is located in the Frame Trigger and Pattern Trigger menus. Press **Ext** in either of these two menus to select external triggering for your data pattern. Apply a TTL input to the rear panel PATTERN TRIG IN connector to trigger your frame or pattern data.

In secondary frame mode, selecting external trigger toggles which frame will be transmitted once the current frame has been completely transmitted.

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### NOTE

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Pattern Repeat and Pattern Trigger functions are *not* available if you use either a PN data sequence, or an external data source.

Softkey Location: **Mode > TDMA > EDGE > Data > Ext**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Configure Normal > E > Ext**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Timeslot Type > Custom > Configure Custom > E > Ext**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Pattern Repeat Single Cont > Frame Trigger > Ext**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Frame Repeat Single Cont > Frame Trigger > Ext**

## Ext Data Clock Normal Symbol

Press this softkey to toggle the external data clock between **Normal** and **Symbol**. When you select **Normal**, you must supply a signal (either a clock or a pulse) to the DATA CLOCK INPUT connector to clock the DATA and SYMBOL SYNC signals. (An unlock will occur if external data is selected and these signals are not supplied.) When you select **Symbol**, no signal is required at the DATA CLOCK INPUT connector. Instead, the data is clocked on both the rising and falling edges of the SYMBOL SYNC signal.

Default Value: normal

Softkey Location: **Mode > TDMA > EDGE > Configure Hardware > Ext Data Clock Normal Symbol**

## Ext Delay Bits

Press this softkey to specify the number of bits for the external trigger delay. When **Ext Delay Off On** is set to **On**, a value greater than 0 will delay the transmission of the triggered data after the external trigger event by the number of bits specified. To enter a new value, rotate the front panel knob until the desired value is displayed, use the up and down arrow keys, or enter the value using the numeric keypad and press the **Enter** terminator softkey. The range of values allowed is 0 through 65,535 bits. This softkey is inactive until the trigger selection is set to **Ext**.

---

**NOTE**

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Pattern Repeat and Pattern Trigger functions are *not* available if you use either a PN data sequence, or an external data source.

Default Value: 0

Softkey Location: **Mode > TDMA > EDGE > Data Format Pattern Framed > Pattern Repeat Single Cont > Pattern Trigger > Ext > Ext Delay Bits**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Frame Repeat Single Cont > Frame Trigger > Ext > Ext Delay Bits**

## Ext Delay Off On

Press this softkey to toggle the external trigger delay on and off. When this function is turned on, the transmission of the triggered data will be delayed after the external trigger event by the number of bits specified by the **Ext Delay Bits** softkey. This function is only available when the trigger selection is set to **Ext**.

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**NOTE**

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Pattern Repeat and Pattern Trigger functions are *not* available if you use either a PN data sequence, or an external data source.

Default Value: Off

Softkey Location: **Mode > TDMA > EDGE > Data Format Pattern Framed > Pattern Repeat Single Cont > Pattern Trigger > Ext > Ext Delay Off On**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Frame Repeat Single Cont > Frame Trigger > Ext > Ext Delay Off On**

## External 13 MHz Off On

Press this softkey to specify an external 13 MHz reference for the internal reference clock for the data generator. Supply the 13 MHz signal to the rear panel 13 MHz IN connector. This signal is for the bit clock only. The RF signal still requires the internal or external 10 MHz reference.

Default Value: Off

Softkey Location: **Mode > TDMA > EDGE > Configure Hardware > External 13 MHz Off On**

## Fall Delay

Press this softkey to change the shape of the bursted RF signal by entering a falling edge delay. To change the fall delay, rotate the front panel knob until the desired value is displayed, use the up and down arrow keys, or enter the value using the numeric keypad and press the bits terminator softkey.

Range: minimum and maximum values depend upon modulation type and symbol rate

Default Value: 1.200 bits

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Burst Shape > Fall Delay**

## Fall Time

Press this softkey to change the shape of the bursted RF signal by entering a falling edge time. To change the fall time, rotate the front panel knob until the desired value is displayed, use the up and down arrow keys, or enter the value using the numeric keypad and press the bits terminator softkey. The minimum and maximum range of values allowed depends upon the modulation type and the symbol rate.

Range: minimum and maximum values depend upon modulation type and symbol rate

Default Value: 10.300 bits

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Burst Shape > Fall Time**

## Filter

Press this softkey to access menus for selecting a filter type, restoring the default filter, and for defining a unique FIR filter. The Filter menu also lets you adjust the filter alpha (when Nyquist or root Nyquist filters are selected) or bandwidth time product (for Gaussian filters). In addition, you can also optimize the filter for the best EVM or ACP.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter**

## Filter Alpha

Press this softkey to change the FIR filter's alpha parameter in either the Filter menu or the Load Default FIR menus.

In the Filter menu, the **Filter Alpha** softkey changes the alpha parameter of the selected root Nyquist or Nyquist filter. To enter a new value, rotate the front-panel knob until the desired value is displayed, use the up and down arrow keys, or enter the value using the numeric keypad and press the **Enter** terminator softkey.

This key only appears *after* choosing a root Nyquist or Nyquist filter. If a Gaussian filter is in use, you will see **Filter BbT**. If any other filter is in use, this key is replaced with a grayed-out key labeled **Filter Factor N/A**.

Range: 0.00 through 1.000

Default Value: 0.500

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Select > Root Nyquist (or Nyquist) > Filter Alpha**

In the Load Default FIR menus, the **Filter Alpha** softkey changes the alpha parameter of the root Nyquist or Nyquist filter coefficients loaded into the FIR table editor. After entering the alpha value, press **Generate** to modify the filter coefficients in the table editor.

Range: 0.00 through 1.000

Default Value: 0.350

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Define User FIR > Load Default FIR > Root Nyquist (or Nyquist) > Filter Alpha**

## Filter BbT

Press this softkey to change the bandwidth-multiplied-by-bit-time (BbT) filter parameter in either the Filter menu or the Load Default FIR menu.

In the Filter menu, the **Filter BbT** softkey changes the BbT parameter of the selected Gaussian filter. To enter a new value, rotate the front-panel knob until the desired value is displayed, use the up and down arrow keys, or enter the value using the numeric keypad and press the **Enter** terminator softkey. The range of values allowed is 0.100 through 1.000.

This key only appears *after* choosing a Gaussian filter. If a root Nyquist or Nyquist filter is in use, you will see **Filter Alpha**. If any other filter is in use, this key is replaced with a grayed-out key labeled **Filter Factor N/A**.

Range: 0.100 through 1.000

Default Value: 0.300

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Filter BbT**

In the Load Default FIR menu, the **Filter BbT** softkey changes the BbT parameter of the Gaussian filter coefficients loaded into the FIR table editor. After entering the BbT value, press **Generate** to modify the filter coefficients in the table editor.

Range: 0.100 through 1.000

Default Value: 0.300

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Define User FIR > Load Default FIR > Gaussian > Filter BbT**

## Filter Factor N/A

This grayed-out softkey is displayed when a filter is in use that doesn't contain an adjustable alpha or BbT parameter (such as the rectangle filter or a user-defined FIR filter). This softkey changes to either **Filter Alpha** or **Filter BbT** if the appropriate root Nyquist, Nyquist, or Gaussian filter is selected for use.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Select > Rectangle (or other selection) > Filter Factor N/A**

## Filter Symbols

Press this softkey to define the number of symbols for the filter to be loaded into the FIR table editor. The FIR table editor allows a maximum filter length of 1024 coefficients with a maximum oversample ratio of 32 and a maximum of 32 symbols. If you create an FIR filter with greater than 16 symbols, however, the maximum symbol rate will be decreased by half. To change the number of symbols, rotate the front-panel knob until the desired value is displayed, use the up and down arrow keys, or enter the value using the numeric keypad and press the **Enter** terminator softkey. The range of values allowed is 1 through 32.

Default Value: 8

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Define User FIR > Load Default FIR > Root Nyquist (or Nyquist, Gaussian, or Rectangle) > Filter Symbols**

## FIX4

Press this softkey to select a 4-bit repeating sequence data pattern. Press **FIX4** and the 4-bit pattern becomes the active function. Enter your desired 4-bit pattern using the front panel knob, up and down arrow keys, or enter the value using the numeric keypad and press the **Enter** terminator softkey. If you have selected **FIX4** as a data pattern for modulated transmissions that are not framed (**Data Format Pattern Framed** is set to **Pattern**), **FIX4** is displayed in the **Data** field in the top line of the text area of the display. If you have selected **FIX4** for configuring the timeslot data fields, your 4-bit pattern is displayed in either the **Data** field or the **E** field (encryption bits), both of which are located near the bottom of the text area of the display.

Range: 0000 through 1111

Default Value: 0000

Softkey Location: **Mode > TDMA > EDGE > Data > FIX4**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Configure Normal > E > FIX4**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Timeslot Type > Custom > Configure Custom > Data > FIX4**

## Frame Repeat Single Cont

Press this softkey to toggle between a single output of framed data and continuous transmission of frames. If only one timeslot is on, selecting **Single** will output the following sequences:

- **4-Bit Patterns (FIX4)** - A single frame is generated. The 4-bit pattern repeats until the data fields are completely filled. Each trigger transmits the same frame.
- **Other Patterns (fixed patterns of equal quantities of ones and zeroes)** - A single frame is generated. The selected pattern repeats until the data fields are completely filled. Each trigger transmits the same frame.
- **PN9** - A single frame is generated. The data fields are filled with the leading bits of the PN9 sequence. A trigger causes the frame to be transmitted. The data fields of this frame are then filled sequentially with the next series of PN9 data bits. A trigger causes the frame to be transmitted. This process continues, transmitting the entire PN9 sequence frame by frame. The last bit of the PN9 sequence in a data field is immediately followed by the first bit of a second PN9 sequence.
- **PN15** - A single frame is generated. The data fields are filled with the leading bits of the PN15 sequence. A trigger causes the frame to be transmitted. The data fields of this frame are then filled



sequentially with the next series of PN15 data bits. A trigger causes the frame to be transmitted. This process continues, transmitting the entire PN15 sequence frame by frame. The last bit of the PN15 sequence in a data field is immediately followed by the first bit of a second PN15 sequence.

- **User File** - The user's file should have the appropriate data to fill an integer number of timeslots. If not, the remaining bits are truncated. Depending on the size of the file, more than one frame can possibly be generated.
- **External Data** - External data is clocked into the data fields of the timeslot. A single frame is generated.

Combinations of these data patterns may cause some patterns to be truncated. Refer to [Chapter 4, "Operation,"](#) for the details of the data dependencies.

Selecting **Cont** with framed data causes the frames to be transmitted continuously.

Default Value: Continuous

Softkey Location: **Mode > TDMA > EDGE > Data Format Pattern Framed > Frame Repeat Single Cont**

## Frame Trigger

Pressing this softkey accesses a menu of choices for triggering your framed pattern. You can choose to trigger using the front panel **Trigger** key, an external trigger supplied to the PATTERN TRIG IN connector, or by a \*TRG command or GET (group execute trigger) signal sent over HP-IB. This softkey is inactive until **Data Format Pattern Framed** is set to **Framed** and **Frame Repeat Single Cont** is set to **Single**.

Default Value: Trigger Key

Softkey Location: **Mode > TDMA > EDGE > Data Format Pattern Framed > Frame Repeat Single Cont > Frame Trigger**

## Freq Channels

Pressing this softkey accesses a menu of choices for assigning frequency channels and frequency bands based on the GSM standard.

Softkey Location: **Mode > TDMA > EDGE > Freq Channels**

## Freq Channels Off On

Pressing this softkey allows you to configure whether the instrument's RF output will be determined by the frequency band and frequency channel settings (Freq Channels On), or the Frequency hardkey (Freq Channels Off).

Default Value: Off

Softkey Location: **Mode** > **TDMA** > **EDGE** > **Freq Channels** >  
**Freq Channel Off On**

## Freq Dev

This softkey appears in two different situations. To select symmetric FSK frequency deviation, press the softkeys listed under "[Selecting an FSK Modulation](#)" below. To load a default FSK pattern into the FSK table editor and modify the frequency deviation, press the softkeys listed under "[Modifying an FSK Pattern](#)" below.

### Selecting an FSK Modulation

Press this softkey to edit the symmetric FSK frequency deviation. Enter the desired value. Use the front panel knob, up and down arrow keys, or enter a value using the numeric keypad; then press the **GHz**, **MHz**, **kHz**, or **Hz** terminator softkey. Notice that the modulation selection is displayed under the **Select** softkey and the frequency deviation is displayed under the **FSK** softkey in the Modulation Type menus.

Range: 0 Hz is the minimum value; the maximum value depends upon the symbol rate

Default Value: 400.0 Hz

Softkey Location: **Mode** > **TDMA** > **EDGE** > **Modify Standard** >  
**Modulation Type** > **Select** > **FSK** > **Freq Dev**

### Modifying an FSK Pattern

Press this softkey to define a custom frequency deviation convention in the FSK table editor. For details on using the FSK table editor, see "[Building a Customized FSK Modulation using the FSK Table Editor](#)" on page 2-18.

Softkey Location: **Mode** > **TDMA** > **EDGE** > **Modify Standard** >  
**Modulation Type** > **Define User FSK** > **Load Default FSK** > **Freq Dev**

## FSK

Pressing this softkey accesses a menu of FSK (Frequency Shift Keying) modulation types for modulating a continuous stream of your selected data pattern. You can choose between 2-Lvl FSK, 4-Lvl FSK, 8-Lvl FSK, 16-Lvl FSK, and C4FM; you can also change the default frequency deviation.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Select > FSK**

## G

Press this softkey to change the hexadecimal value for the guard time field. Guard time appears in the visual representation of the timeslot as a 24.75-bit field. In the actual implementation, the guard time field in timeslots 0 and 4 are 27 bits long and the remaining timeslots contain 24 bit fields. Use hexadecimal to enter the value; the signal generator will convert it to binary. The acceptable range of values allowed for timeslots 0 and 4 is 0 through 3FFFFFFF. The range for timeslots 1, 2, 3, 5, 6, and 7 is 0 through FFFFFFFF.

The guard time field is always modulated (but not bursted), even when the timeslot is off. If the guard time bits of the current timeslot don't match the tail bits of the next timeslot the burst shape will not be smooth (even if the current timeslot is turned off).

Range: 0 through 3FFFFFFF for timeslots 0 and 4, 0 through FFFFFFFF for timeslots 1, 2, 3, 5, 6, 7

Default Value: 0

Softkey Location: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Configure Normal > G**

## Gaussian

Press this softkey to select the Gaussian pre-modulation filter in either the Select (filter) menu or the Load Default FIR menu.

In the Select (filter) menu, pressing the **Gaussian** softkey selects this FIR filter for use in your custom modulation setup. The default filter bandwidth-multiplied-by-bit time product (BbT) is automatically set to 0.300. You can change the filter BbT to any value between 0.100 and 1.000 by pressing the **Filter BbT** softkey.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Select > Gaussian**

In the Load Default FIR menu, pressing the **Gaussian** softkey followed by **Generate** loads the FIR table editor with the coefficient values for the Gaussian filter. The filter BbT and number of filter symbols are defined with the softkeys in this menu. If you change either parameter after loading the filter coefficients, press the **Generate** softkey again to reload the FIR table.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Define User FIR > Load Default FIR > Gaussian**

## Globally Replace Selected Item

Press this softkey, found in the Define User I/Q menu, to globally replace the selected value throughout the data table. For instance, if you have defined a Q Value of  $-1$ , and wish to change it to  $+1$ , highlight the  $-1$  value and select Globally Replace Selected Item. All values of  $-1$  (in both the I and the Q column) will be replaced with a value of  $+1$ .

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Define User I/Q > Globally Replace Selected Item**

## Goto Bottom Row

Press this softkey to move the selection bar to the bottom row in the current table or list of items.

**Goto Bottom Row** is located in the table editor menus and in the catalogs of files.

## Goto Middle Row

Press this softkey to move the selection bar to the middle row in the current table or list of items.

**Goto Middle Row** is located in the table editor menus and in the catalogs of files.

## Goto Row

Press this softkey to display softkeys that enable you to select a row or page in a table or list of items.

**Goto Row** is located in the table editor menus and in the catalogs of files.

## Goto Top Row

Press this softkey to move the selection bar to the top row in the current table or list of items.

**Goto Top Row** is located in the table editor menus and in the catalogs of files.

## Gray Coded QPSK

This softkey appears in two different situations, enabling you to either select a modulation, or load an I/Q map into the I/Q table editor.

### Selecting a Modulation

Press this softkey to select Gray Coded QPSK (Quadrature Phase Shift Keying) for modulating a continuous stream of your selected data pattern. Gray Coded QPSK modulation transmits data at the rate of 2 bits per symbol. The constellations for this modulation type are designed so that adjacent symbols differ by only one bit. Notice that your modulation selection is shown in the text area of the display in the `Mod Type` field and also under the **Select**, **PSK**, and **QPSK and OQPSK** softkeys in the Modulation Type menus.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Select > PSK > QPSK and OQPSK > Gray Coded QPSK**

### Loading an I/Q Map

Press this softkey to load a Gray Coded QPSK (Quadrature Phase Shift Keying) I/Q map into the I/Q table editor. For details on editing I/Q maps, see [“Mapping Symbol Positions with the I/Q Table Editor”](#) on page 2-6.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Define User I/Q > Load Default I/Q Map > PSK > QPSK and OQPSK > Gray Coded QPSK**

## Hamming

Press this softkey to apply the Hamming windowing function to the selected filter. Windowing can be applied to any default FIR filter that you load into the Define User FIR table. Windowing improves out of band performance (ACP), but simultaneously degrades passband performance (EVM), by smoothing the filter's transition to zero. (Hamming is the windowing type applied when you toggle the **Optimize FIR For EVM ACP** softkey to the ACP selection.)

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Define User FIR > Load Default FIR > Root Nyquist (or any other filter) > Window > Hamming**

## Hann

Press this softkey to apply the Hann windowing function to the selected filter. Windowing can be applied to any default FIR filter that you load into the Define User FIR table. Windowing improves out of band performance (ACP), but simultaneously degrades passband performance (EVM), by smoothing the filter's transition to zero.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Define User I/Q > Load Default FIR > Root Nyquist (or any other filter) > Window > Hann**

## Insert Row

Press this softkey to insert a new row directly above the highlighted row in the currently active table.

Insert Row is located in the table editor menus.

## I/Q Scaling

Use this softkey to adjust the amplitude of the I/Q outputs (for better ACP). This adjustment is not available if you are using MSK or FSK modulation. The range is 1 through 9999%.

Range: 1% through 9999%

Default Value: 100%

Softkey Location: **Mode > TDMA > EDGE > Configure Hardware > I/Q Scaling**

## IS-95

This key appears in two places, the Select Filter menu and the IS-95 menu.

### In the Select (Filter) Menu

Press the first **IS-95** softkey to open a menu for selecting an IS-95 baseband filter. The choices include the standard IS-95 filter, as well as a modified version of this filter for improved adjacent channel performance. (This modified filter still meets the IS-95 error function.) These two filters are also provided with an equalizer which provides base station phase equalization for the transmit signal path.

Softkey Location: Press **Mode > TDMA > EDGE > Modify Standard > Filter > Select > IS-95**

### In the IS-95 Menu

Press the second **IS-95** softkey to select the standard IS-95A baseband filter.

Softkey Location: Press **Mode > TDMA > EDGE > Modify Standard > Filter > Select > IS-95 > IS-95**

## IS-95 Mod

Press this softkey to select a modified version of the standard IS-95 baseband filter. This filter is modified for improved adjacent channel performance. The modification, however, is done in a manner that still meets the IS-95 error function criterion.

Softkey Location: Press **Mode** > **TDMA** > **EDGE** > **Modify Standard** > **Filter** > **Select** > **IS-95** > **IS-95 Mod**

## IS-95 Mod w/EQ

Press this softkey to select a modified version of the standard IS-95 baseband filter. This filter is modified for improved adjacent channel performance, and includes the equalizer specified by IS-95. The filter modification is done in a manner that still meets the IS-95 error function criterion.

Softkey Location: Press **Mode** > **TDMA** > **EDGE** > **Modify Standard** > **Filter** > **Select** > **IS-95** > **IS-95 Mod w/EQ**

## IS-95 w/EQ

Press this softkey to select the standard IS-95 baseband filter with an equalizer provided for phase compensation required by the base station.

Softkey Location: Press **Mode** > **TDMA** > **EDGE** > **Modify Standard** > **Filter** > **Select** > **IS-95** > **IS-95 w/EQ**

## IS95 OQPSK

This softkey appears in two different situations, enabling you to either select a modulation, or load an I/Q map into the I/Q table editor.

### Selecting a Modulation

Press this softkey to select IS95 OQPSK (Offset Quadrature Phase Shift Keying) for modulating a continuous stream of your selected data pattern. IS95 OQPSK modulation transmits data at the rate of 2 bits per symbol after spreading. Notice that your modulation selection is shown in the text area of the display in the **Mod Type** field and also under the **Select**, **QPSK** and **OQPSK**, and **PSK** softkeys in the **Modulation Type** menus.

Softkey Location: **Mode** > **TDMA** > **EDGE** > **Modify Standard** > **Modulation Type** > **Select** > **PSK** > **QPSK and OQPSK** > **IS95 OQPSK**

### Loading an I/Q Map

Press this softkey to load an IS95 OQPSK (Offset Quadrature Phase Shift Keying) I/Q map into the I/Q table editor. For details on editing I/Q maps, see [“Mapping Symbol Positions with the I/Q Table Editor”](#) on page 2-6.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Define User I/Q > Load Default I/Q Map > PSK > QPSK and OQPSK > IS95 OQPSK**

## IS95 QPSK

This softkey appears in two different situations, enabling you to either select a modulation, or load an I/Q map into the I/Q table editor.

### Selecting a Modulation

Press this softkey to select IS95 QPSK (Quadrature Phase Shift Keying) for modulating a continuous stream of your selected data pattern. IS95 QPSK modulation transmits data at the rate of 2 bits per symbol after spreading. Notice that your modulation selection is shown in the text area of the display in the **Mod Type** field and also under the **Select, QPSK and OQPSK, and PSK** softkeys in the Modulation Type menus.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Select > PSK > QPSK and OQPSK > IS95 QPSK**

### Loading an I/Q Map

Press this softkey to load an IS95 QPSK (Quadrature Phase Shift Keying) I/Q map into the I/Q table editor. For details on editing I/Q maps, see [“Mapping Symbol Positions with the I/Q Table Editor”](#) on page 2-6.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Define User I/Q > Load Default I/Q Map > PSK > QPSK and OQPSK > IS95 QPSK**

## Kaiser

Press this softkey to apply the Kaiser windowing function to the selected filter. Windowing can be applied to any default FIR filter that you load into the Define User FIR table. Windowing improves out of band performance (ACP), but simultaneously degrades passband performance (EVM), by smoothing the filter's transition to zero. Selecting **Kaiser** also activates the Beta factor which you can adjust to change the trade-off between optimized ACP or EVM.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Define User I/Q > Load Default FIR > Root Nyquist (or any other filter) > Window > Kaiser**



## Load Default FIR

Press this softkey to access a menu for automatically filling the FIR table editor with coefficient values from pre-defined filters such as root Nyquist, Nyquist, Gaussian and rectangle. The default filter parameters can also be selected in this menu allowing you to choose the filter alpha or BbT and the number of filter symbols.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Define User FIR > Load Default FIR**

## Load Default FSK

Press this softkey to select a default symmetric FSK modulation. You can select from 2-Lvl, 4-Lvl, 8-Lvl, 16-Lvl FSK, or C4FM and configure the frequency deviation for the FSK modulation selected.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Define User FSK > Load Default FSK**

## Load Default I/Q Map

Press this softkey to select a standard I/Q mapping from a set of either PSK or QAM modulations.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Define User I/Q > Load Default I/Q Map**

## Load From Selected File

Press this softkey to replace the current information in the table editor with the information in the highlighted file.

Load From Selected File is located in each of the catalogs of files.

## Load/Store

Press this softkey to display a menu for loading tables from, and storing tables to, non-volatile memory. Non-volatile memory enables you to retain files for future use after an instrument power cycle.

Load/Store is located in the table editor menus.

## Mirror Table

Press this softkey to mirror the FIR table entries such that the table doubles in size and the values in the top half of the table are duplicated in the bottom half of the table in reverse order.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Define User FIR > Mirror Table**

## Modify Standard

Pressing this softkey displays a menu of choices that enables you to modify the following aspects of the standard transmission:

- filter characteristics (including user-defined FIR filters)
- symbol rate
- modulation type (including user-defined modulations)
- burst shape characteristics (rising edge time and delay; falling edge time and delay)
- phase polarity

Softkey Location: **Mode > TDMA > EDGE > Modify Standard**

## Modulation Type

Pressing this softkey accesses a menu that enables you to customize the current modulation type. You can define the modulation format, build a symbol mapping, or change the symbol table offsets.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type**

## MSK

Press this softkey to select MSK (Minimum Shift Keying) modulation for modulating a continuous stream of your selected data pattern. MSK modulation transmits data at the rate of 1 bit per symbol at a default phase deviation of 90 degrees. When you select MSK, notice that your modulation selection is shown in the text area of the display in the **Mod Type** field and also under the **Select** softkey in the Modulation Type menu. The phase deviation appears under the **MSK** softkey in the Modulation Type menu.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Select > MSK**

## None

Press this softkey to choose no windowing for the selected filter. With no windowing applied, the filter is optimized for maximum passband performance (EVM).

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Define User I/Q > Load Default FIR > Root Nyquist (or any other filter) > Window > None**

## Normal

Press this softkey to select normal as the timeslot type for the active timeslot.

When you select **Normal** for a timeslot, the visual representation of the timeslot pattern on the display is immediately updated to show your selection.

Softkey Location: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Timeslot Type > Normal**

## Normal All

Press this softkey to select normal as the timeslot type for all timeslots.

When you select **Normal All**, the visual representation of the timeslot pattern on the display is immediately updated to show your selection.

Softkey Location: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Timeslot Type > Normal All**

## Nyquist

Press this softkey to select the Nyquist (raised cosine) pre-modulation filter in either the Select (filter) menu or the Load Default FIR menu.

In the Select (filter) menu, pressing the **Nyquist** softkey selects this FIR filter for use in your custom modulation setup. The default filter alpha is automatically set to 0.500. You can change the filter alpha to any value between 0 and 1 by pressing the **Filter Alpha** softkey.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Select > Nyquist**

In the Load Default FIR menu, pressing the **Nyquist** softkey followed by **Generate** loads the FIR table editor with the coefficient values for the Nyquist filter. The filter alpha and number of filter symbols are defined with the softkeys in this menu. If you change either parameter after loading the filter coefficients, press the **Generate** softkey again to reload the FIR table.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Define User FIR > Load Default FIR > Nyquist**

## Offset Q Off On

Press this softkey to change the operational state of the user I/Q offset Q, which defines whether the Q output is delayed by 1/2 symbol from the I output.

Default Value: Off

Softkey Location: **Mode** > **TDMA** > **EDGE** > **Modify Standard** > **Modulation Type** > **Define User IQ** > **Offset Q Off On**

## Optimize FIR For EVM ACP

Press this softkey to optimize the filter for minimized error vector magnitude (select EVM) or for minimized adjacent channel power (select ACP). The EVM selection provides the most ideal passband. The ACP selection improves stopband rejection. This feature only applies to root Nyquist, and Nyquist filters. The softkey is grayed out when any other filter is selected.

Default Value: EVM

Softkey Location: **Mode** > **TDMA** > **EDGE** > **Modify Standard** > **Filter** > **Select** > **Nyquist (or Root Nyquist)** > **Optimize FIR For EVM ACP**

## OQPSK

This softkey appears in two different situations, enabling you to either select a modulation, or load an I/Q map into the I/Q table editor.

### Selecting a Modulation

Press this softkey to select OQPSK (Offset Quadrature Phase Shift Keying) for modulating a continuous stream of your selected data pattern. OQPSK modulation transmits data at the rate of 2 bits per symbol. Notice that your modulation selection is shown in the text area of the display in the **Mod Type** field and also under the **Select**, **QPSK** and **OQPSK**, and **PSK** softkeys in the Modulation Type menus.

Softkey Location: **Mode** > **TDMA** > **EDGE** > **Modify Standard** > **Modulation Type** > **Select** > **PSK** > **QPSK and OQPSK** > **OQPSK**

### Loading an I/Q Map

Press this softkey to load a OQPSK (Offset Quadrature Phase Shift Keying) I/Q map into the I/Q table editor. For details on editing I/Q maps, see [“Mapping Symbol Positions with the I/Q Table Editor”](#) on page 2-6.

Softkey Location: **Mode** > **TDMA** > **EDGE** > **Modify Standard** > **Modulation Type** > **Define User I/Q** > **Load Default I/Q Map** > **PSK** > **QPSK and OQPSK** > **OQPSK**

## Other Patterns

Pressing this softkey accesses a menu of data pattern selections. Each of the selections in this menu is a pattern of equal quantities of ones and zeroes (such as four ones and four zeroes).

Softkey Location: **Mode > TDMA > EDGE > Data > Other Patterns**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Configure Normal > E > Other Patterns**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Timeslot Type > Custom > Configure Custom > Data > Other Patterns**

## Oversample Ratio

Press this softkey to identify the oversample ratio for your user-defined FIR filter. Acceptable values range from 1 to 32. The oversample ratio may, however, be resampled by the instrument to a value from 4 through 16 based on the values set for the number of symbols, the symbol rate, and the number of bits per symbol of the modulation type. The following table shows the OSR limits:

Modulation Type	BPS	Maximum OSR	
		≤ 16 Symbols	> 16 Symbols
BPSK MSK 2-LVL FSK	1	16	8
QPSK IS95 QPSK Gray Coded QPSK OQPSK IS95 OQPSK $\pi/4$ DQPSK 4QAM 4-LVL FSK C4FM	2	16	8
8PSK D8PSK 8-LVL FSK EDGE	3	15	6
16PSK 16QAM 16-LVL FSK	4	16	8
32QAM	5	15	5
64QAM	6	15	6
	7	14	7
256QAM	8	16	8

Default Value: 8

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Define User FIR > Oversample Ratio**

## Page Down

Pressing this softkey displays the next page of entries.

**Page Down** is located in the table editor menus and in the catalogs of files.

## Page Up

Pressing this softkey displays the previous page of entries.

**Page Up** is located in the table editor menus and in the catalogs of files.

## Pattern Repeat Single Cont

Set this softkey to **Single** to output one occurrence of a modulated data pattern that is not framed. Select the trigger event for the output using the **Pattern Trigger** softkey. Toggle to **Cont** to output a continuous stream of your data pattern.

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### NOTE

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Pattern Repeat and Pattern Trigger functions are *not* available if you use either a PN data sequence, or an external data source.

Default Value: Continuous

Softkey Location: **Mode > TDMA > EDGE > Pattern Repeat Single Cont**

## Pattern Trigger

Pressing this softkey accesses a menu of choices for triggering a modulated data pattern that is not framed. You can choose to trigger using the front panel **Trigger** key, an external trigger supplied to the PATTERN TRIG IN connector, or by a \*TRG command or GET (group execute trigger) signal sent over HP-IB. This softkey is inactive until **Pattern Repeat Single Cont** is set to **Single**.

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### NOTE

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Pattern Repeat and Pattern Trigger functions are *not* available if you use either a PN data sequence, or an external data source.

Default Value: Trigger Key

Softkey Location: **Mode > TDMA > EDGE > Pattern Repeat Single Cont > Pattern Trigger**

## PCS Base

Pressing this softkey selects PCS 1900 Base as the channel band for EDGE. PCS 1900 Base contains channels 512 through 810.

Softkey Location: **Mode > TDMA > EDGE > Freq Channels > Channel Band > PCS Base**

## PCS Mobile

Pressing this softkey selects PCS 1900 Mobile as the channel band for EDGE. PCS 1900 Mobile contains channels 512 through 810.

Softkey Location: **Mode > TDMA > EDGE > Freq Channels > Channel Band > PCS Mobile**

## P-GSM Base

Pressing this softkey selects P-GSM 900 Base as the channel band for EDGE. P-GSM 900 Base contains channels 1 through 124.

Softkey Location: **Mode > TDMA > EDGE > Freq Channels > Channel Band > P-GSM Base**

## P-GSM Mobile

Pressing this softkey selects P-GSM 900 Mobile as the channel band for EDGE. P-GSM 900 Mobile contains channels 1 through 124.

Softkey Location: **Mode > TDMA > EDGE > Freq Channels > Channel Band > P-GSM Mobile**

## Phase Dev

Press this softkey to select the MSK (Minimum Shift Keying) phase deviation. The default phase deviation is 90°. To change it, press this softkey and enter the desired value (from 0° to 100°) using the front panel knob, up and down arrow keys, or enter the value using the numeric keypad; then press the **deg** terminator softkey. Notice that the phase deviation appears under the **MSK** softkey in the Modulation Type menu.

Range: 0 through 100 degrees

Default Value: 90.0 degrees

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Select > MSK > Phase Dev**

## Phase Polarity Normal Invert

Press this softkey to reverse the direction of rotation of the phase modulation vector. Choose **Invert** and the in-phase component will lag the quadrature-phase component by 90° in the resulting modulation. The inverted selection also applies to the I OUT and Q OUT signals.

Default Value: Normal

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Phase Polarity Normal Invert**

## PN9

Press this softkey to select the PN9 pseudorandom bit pattern. If you have selected **PN9** as a data pattern for modulated transmissions that are not framed (**Data Format Pattern Framed** is set to **Pattern**), **PN9** is displayed in the **Data** field in the top line of the text area of the display. If you have selected **PN9** for configuring the framed timeslot data fields, **PN9** is displayed in either the **Data** field or the **E** field (encryption bits), both of which are located near the bottom of the text area of the display.

Softkey Location: **Mode > TDMA > EDGE > Data > PN Sequence > PN9**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Configure Normal > E > PN Sequence > PN9**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Timeslot Type > Custom > Configure Custom > Data > PN Sequence > PN9**

## PN15

Press this softkey to select the PN15 pseudorandom bit pattern. If you have selected **PN15** as a data pattern for modulated transmissions that are not framed (**Data Format Pattern Framed** is set to **Pattern**), **PN15** is displayed in the **Data** field in the top line of the text area of the display. If you have selected **PN15** for configuring the framed timeslot data fields, **PN15** is displayed in either the **Data** field or the **E** field (encryption bits), both of which are located near the bottom of the text area of the display.

Softkey Location: **Mode > TDMA > GSM > Data > PN Sequence > PN15**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Configure Normal > E > PN Sequence > PN15**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Timeslot Type > Custom > Configure Custom > Data > PN Sequence > PN15**

## PN Sequence

Press this softkey to display a menu of choices for pseudorandom internal data generation.

Default Value: PN9



Softkey Location: **Mode > TDMA > EDGE > Data > PN Sequence**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Configure Normal > E > PN Sequence**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Timeslot Type > Custom > Configure Custom > Data > PN Sequence**

## PSK

This softkey appears in two different situations, enabling you to either select a modulation, or load an I/Q map into the I/Q table editor.

### Selecting a Modulation

Pressing this softkey displays a menu of PSK (Phase Shift Keying) modulation types for modulating a continuous stream of the selected data pattern. You can choose from QPSK and OQPSK, BPSK,  $\pi/4$  DQPSK, 8PSK, 16PSK, D8PSK, and EDGE.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Select > PSK**

### Loading an I/Q Map

Pressing this softkey displays a menu of PSK (Phase Shift Keying) modulation types that you can load into the I/Q table editor. For details on editing I/Q maps, see [“Mapping Symbol Positions with the I/Q Table Editor”](#) on page 2-6.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Define User I/Q > Load Default I/Q Map > PSK**

## QAM

This softkey appears in two different situations, enabling you to either select a modulation, or load an I/Q map into the I/Q table editor.

### Selecting a Modulation

Pressing this softkey displays a menu of QAM (Quadrature Amplitude Modulation) modulation types for modulating a continuous stream of the selected data pattern. You can choose from 4QAM, 16QAM, 32QAM, 64QAM, and 256QAM.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Select > QAM**

### Loading an I/Q Map

Pressing this softkey displays a menu of QAM (Quadrature Amplitude Modulation) modulation types that you can load into the I/Q table editor. For details on editing I/Q maps, see [“Mapping Symbol Positions with the I/Q Table Editor”](#) on page 2-6.

Softkey Location: Mode > TDMA > EDGE > Modify Standard >  
Modulation Type > Define User I/Q > Load Default I/Q Map > QAM

## QPSK

This softkey appears in two different situations, enabling you to either select a modulation, or load an I/Q map into the I/Q table editor.

### Selecting a Modulation

Press this softkey to select QPSK (Quadrature Phase Shift Keying) for modulating a continuous stream of your selected data pattern. QPSK modulation transmits data at the rate of 2 bits per symbol. Notice that your modulation selection is shown in the text area of the display in the Mod Type field and also under the **Select, QPSK and OQPSK, and PSK** softkeys in the Modulation Type menus.

Softkey Location: Mode > TDMA > EDGE > Modify Standard >  
Modulation Type > Select > PSK > QPSK and OQPSK > QPSK

### Loading an I/Q Map

Press this softkey to load a QPSK (Quadrature Phase Shift Keying) I/Q map into the I/Q table editor. For details on editing I/Q maps, see [“Mapping Symbol Positions with the I/Q Table Editor”](#) on page 2-6.

Softkey Location: Mode > TDMA > EDGE > Modify Standard >  
Modulation Type > Define User I/Q > Load Default I/Q Map > PSK >  
QPSK and OQPSK > QPSK

## QPSK and OQPSK

This softkey appears in two different situations, enabling you to either select a modulation, or load an I/Q map into the I/Q table editor.

### Selecting a Modulation

Pressing this softkey accesses a menu of QPSK (Quadrature Phase Shift Keying) and OQPSK (Offset Quadrature Phase Shift Keying) modulation types for modulating a continuous stream of your selected data pattern. You can choose between QPSK, IS95 QPSK, Gray Coded QPSK, OQPSK, and IS95 OQPSK.

Softkey Location: Mode > TDMA > EDGE > Modify Standard >  
Modulation Type > Select > PSK > QPSK and OQPSK

### Loading an I/Q Map

Pressing this softkey displays a menu of QPSK (Quadrature Phase Shift Keying) and OQPSK (Offset Quadrature Phase Shift Keying) modulation types that you can load into the I/Q table editor. For details on editing I/Q maps, see [“Mapping Symbol Positions with the I/Q Table Editor”](#) on page 2-6.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Define User I/Q > Load Default I/Q Map > PSK > QPSK and OQPSK**

## Recall Secondary Frame State

Pressing this softkey recalls the last instrument state saved as the data pattern for the secondary frame. When the secondary frame state is turned on, the secondary frame will be generated as needed using the recalled instrument state. For more information, see [Chapter 4, "Operation."](#)

Softkey Location: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Configure Frame > Recall Secondary Frame State**

## Rectangle

Press this softkey to select the one-symbol wide rectangle pre-modulation filter in either the Select (filter) menu or the Load Default FIR menu.

In the Select (filter) menu, pressing the **Rectangle** softkey selects this FIR filter for use in your custom modulation setup.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Select > Rectangle**

In the Load Default FIR menu, pressing the **Rectangle** softkey followed by **Generate** loads the FIR table editor with the coefficient values for the rectangle filter. The number of filter symbols are defined with the **Filter Symbols** softkey in this menu. The default is a one-symbol wide rectangle in an eight-symbol wide filter. If you change the number of symbols after loading the filter coefficients, press the **Generate** softkey again to reload the FIR table.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Define User FIR > Load Default FIR > Rectangle**

## Restore Default Burst Shape

Press this softkey to reset the burst shape characteristics to their default values (rise time = 12.700 bits, rise delay = 4.400 bits, fall time = 10.300 bits, fall delay = 1.200 bits). This softkey is a convenience feature for quickly resetting the burst shape. You can also change each of the burst characteristics individually by using the **Rise Time**, **Rise Delay**, **Fall Time**, and **Fall Delay** softkeys in this menu.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Burst Shape > Restore Default Burst Shape**

## Restore Default Filter

Press this softkey to replace the current FIR filter with the default filter (EDGE).

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Restore Default Filter**

## Restore Default Modulation Type

Press this softkey to restore the default modulation type (EDGE).

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Restore Default Modulation Type**

## Restore Default Symbol Rate

Press this softkey to reset the transmission symbol rate to the default value (270.833333 ksps). This softkey is a convenience feature for quickly resetting the symbol rate. You can also change the symbol rate by pressing the **Symbol Rate** softkey.

Default Value: 270.833333 ksps

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Symbol Rate > Restore Default Symbol Rate**

## Restore EDGE Factory Default

Press this softkey to reset the EDGE configuration to the factory default values. This softkey is a convenience feature for quickly resetting all EDGE values.

Softkey Location: **Mode > TDMA > EDGE > Restore GSM Factory Default**

## R-GSM Base

Pressing this softkey selects R-GSM 900 Base as the channel band for EDGE. R-GSM 900 Base contains channels 0 through 124 and 955 through 1023.

Softkey Location: **Mode > TDMA > EDGE > Freq Channels > Channel Band > R-GSM Base**

## R-GSM Mobile

Pressing this softkey selects R-GSM 900 Mobile as the channel band for EDGE. R-GSM 900 Mobile contains channels 0 through 124 and 955 through 1023.

Softkey Location: **Mode > TDMA > EDGE > Freq Channels > Channel Band > R-GSM Mobile**

## Rise Delay

Press this softkey to change the shape of the bursted RF signal by entering a rising edge delay. To change the rise delay, rotate the front panel knob until the desired value is displayed, use the up and down arrow keys, or enter the value using the numeric keypad and press the bits terminator softkey. The minimum and maximum range of values allowed depends upon the modulation type and the symbol rate.

Range: minimum and maximum values depend upon modulation type and symbol rate

Default Value: 4.400 bits

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Burst Shape > Rise Delay**

## Rise Time

Press this softkey to change the shape of the bursted RF signal by entering a rising edge time. To change the rise time, rotate the front panel knob until the desired value is displayed, use the up and down arrow keys, or enter the value using the numeric keypad and press the bits terminator softkey. The minimum and maximum range of values allowed depends upon the modulation type and the symbol rate.

Range: minimum and maximum values depend upon modulation type and symbol rate

Default Value: 12.700 bits

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Burst Shape > Rise Time**

## Root Nyquist

Press this softkey to select the root Nyquist (root-raised cosine) pre-modulation filter in either the Select (filter) menu or the Load Default FIR menu.

In the Select (filter) menu, pressing the **Root Nyquist** softkey selects this FIR filter for use in your custom modulation setup. The default filter alpha is automatically set to 0.500. You can change the filter alpha to any value between 0 and 1 by pressing the **Filter Alpha** softkey.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Select > Root Nyquist**

In the Load Default FIR menu, pressing the **Root Nyquist** softkey followed by **Generate** loads the FIR table editor with the coefficient values for the Nyquist filter. The filter alpha and number of filter symbols are defined with the softkeys in this menu. If you change either parameter after loading the filter coefficients, press the **Generate** softkey again to reload the FIR table.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Define User FIR > Load Default FIR > Root Nyquist**

## S

Press this softkey to edit the 3-bit binary stealing flag for both stealing flag fields in the normal burst timeslot. Use hexadecimal to enter the value; the signal generator will convert it to binary.

Range: 0 through 7

Default Value: 0

Softkey Location: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Configure Normal > S**

## Save Secondary Frame State

Pressing this softkey saves the last instrument state to a file named `EDGE_SECONDARY_FRAME` and moves the data pattern to the end of the data generator memory. When the secondary frame state is turned on, the secondary frame will be generated as needed using the saved instrument state. For more information, see [Chapter 4, "Operation."](#)

Softkey Location: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Configure Frame > Save Secondary Frame State**

## Secondary Frame Off On

Press this softkey to toggle the secondary frame operating state. The secondary frame is a data pattern that coexists with the primary (the pattern that can be modified from the front panel or modified using SCPI commands). This secondary pattern is a copy of the selected primary pattern. It cannot be modified; it can only be turned on and off, or modified in its entirety. When the secondary frame is selected, the current instrument state is saved to memory. This file is named using the format (EDGE) as the prefix and `SECONDARY_STATE` as the suffix. When the secondary frame is activated, the secondary pattern is generated from the specification saved in the instrument state file and moved to the end of the data generator memory. For more information, see [Chapter 4, "Operation."](#)

Default Value: Off

Softkey Location: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Configure Frame > Secondary Frame Off On**

## Secondary Frame Trigger

Pressing this softkey accesses a menu of choices for triggering your framed pattern. You can choose to trigger using the front panel **Trigger** key, an external trigger supplied to the PATTERN TRIG IN connector, or by a \*TRG command or GET (group execute trigger) signal sent over HP-IB. For more information, see [Chapter 4, "Operation."](#)

Default Value: Ext

Softkey Location: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Configure Frame > Secondary Frame Trigger**

## Select

There are two softkeys named **Select**, one in the Filter menu and one in the Modulation type menu. In the Filter menu, you can select a pre-modulation filter type; in the Modulation type menu, you can select a modulation.

### Selecting a Filter

In the Filter menu, press this softkey to access a menu for selecting the pre-modulation filter type. The pre-defined choices are root Nyquist, Nyquist, Gaussian, and rectangle. In addition to the pre-defined filters, you can access the catalog of files stored in the signal generator memory. You can select any filter that you have either created externally and downloaded into memory, or that you have created internally in the Define User FIR menu and then subsequently stored.

Default Value: EDGE

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Select**

### Selecting a Modulation

In the Modulation Type menu, press this softkey to access a menu for defining the modulation type. The choices are PSK, MSK, FSK, QAM, User I/Q and User FSK. In addition to the pre-defined modulations, you can access a catalog of FSK or I/Q files stored in the signal generator memory, where you can select a modulation that you have created and stored in either the Define User FSK or Define User I/Q menu.

Default Value: EDGE

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Select**

## Select File

Press this softkey to select a file in the displayed catalog of binary files. To make your selection, first scroll through the list, using the front panel knob or up and down arrow keys, until the desired file is highlighted. Press **Select File** and the highlighted file is specified as your data selection. If you have selected a custom file as a data pattern for modulated transmissions that are not framed (**Data Format Pattern Framed** is set to **Pattern**), **UserFile** is displayed in the **Data** field in the top line of the text area of the display. If you have selected a custom file for configuring timeslot data fields, the file name you selected is displayed in either the **Data** field or the **E** field (encryption bits), both of which are located near the bottom of the text area of the display.

**Select File** is located in the catalogs of files.

## Sine

Pressing this softkey to specify sine for the timeslot burst shape. Sine, as it is modified by the default burst rise and fall values, is the default burst shape.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Burst Shape > Burst Shape Type > Sine**

## Store To File

Press this softkey to store the selected custom configuration to a file in non-volatile memory for later recall and use.

**Store To File** is located in the catalogs of files.

## Symbol Rate

Press this softkey to set the transmission symbol rate. The default symbol rate is 270.83333 ksp/s. To change it, enter the desired value using the front panel knob, up and down arrow keys, or enter the value using the numeric keypad; then press the **Msp/s**, **ksp/s**, or **sps** terminator softkey. Values range from 50.863 sp/s through 8.333333333 Msp/s but will vary depending on the modulation type.

Default Value: 270.83333ksp/s

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Symbol Rate > Symbol Rate**



## Sync Out

Press this softkey to access a menu of choices for outputting a 1-bit synchronization signal to the EVENT 1 rear panel connector. In this menu you can choose to set the synchronization signal to occur at the beginning of a data pattern, at the beginning of a frame, at the beginning of a selected timeslot, or at the beginning of each timeslot in a frame.

Default Value: Begin Pattern

Softkey Location: **Mode** > **TDMA** > **EDGE** > **Sync Out**

## Sync Out Offset

Press this softkey to move the synchronization signal forward or back from the beginning of the data pattern, frame, or timeslot. To set the number of bits of offset, press **Sync Out Offset** and synchronization offset becomes the active function. Enter the desired value using the front panel knob, up and down arrow keys, or enter the value using the numeric keypad and press the **Enter** terminator softkey.

Range: -155 through +155 bits

Default Value: 0 bits

Softkey Location: **Mode** > **TDMA** > **EDGE** > **Data Format Pattern Framed** > **Sync Out** > **Sync Out Offset**

## T1, T2

Press these softkeys to edit the 9-bit tail fields in the normal burst timeslot. Use hexadecimal to enter the value; the signal generator will convert it to binary.

Range: 0 through 1FF

Default Value: 000

Softkey Location: **Mode** > **TDMA** > **EDGE** > **Data Format Pattern Framed** > **Configure Timeslots** > **Configure Normal** > **T1** (or **T2**)

## Timeslot #

Press this softkey to select a timeslot to be configured. Choose any of the eight timeslots. Enter the timeslot number using the front panel knob, the up and down arrow keys, or enter the number using the numeric keypad and press the **Enter** terminator softkey.

Default Value: 0

Softkey Location: **Mode** > **TDMA** > **EDGE** > **Data Format Pattern Framed** > **Configure Timeslots** > **Timeslot #**

## Timeslot Ampl Main Delta (Option UNA Only)

Press this softkey to toggle the selected timeslot RF output power as main or alternate (delta). To configure the alternate amplitude, use the menu provided by pressing **Ampl**, **Alternate Amplitude**. Here you will find a set of softkeys that will allow you to configure the alternate amplitude's state, delta, and triggering functions. When a format is activated, the necessary coupling is provided automatically to achieve the best configuration for alternate amplitude control. This feature is only available with the **Alternate Power Control**, Option UNA.

Default Value: Main

Softkey Location: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Timeslot Ampl Main Delta**

## Timeslot Off On

Press this softkey to toggle the active timeslot on and off. For example, to turn on timeslot 2, select the timeslot by pressing the **Timeslot #** softkey in this same menu. Enter the number 2 to make timeslot 2 active. Then turn this timeslot on by toggling **Timeslot Off On** to **On**. Notice that the visual representation of the timeslot pattern now shows timeslot 2 turned on.

Softkey Location: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Timeslot Off On**

Default Value: On (for timeslot 0)

## Timeslot Type

Pressing this softkey accesses a menu of choices for setting the timeslot type for the active timeslot. You can choose between normal and custom. For convenience, there is also a softkey to set all timeslots to normal. An additional selection, custom, is available. This choice is provided for users' flexibility but it is not, however, a standard EDGE timeslot type. When you have selected the type for the timeslot, the visual representation of the timeslot pattern on the display is immediately updated to show your selection.

Default Value: Normal

Softkey Location: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Timeslot Type**

## Trigger In Polarity Neg Pos

This softkey is used to configure the polarity of the signal at the TRIGGER IN BNC connector that triggers an event. **Pos** refers to the rising edge and **Neg** refers to the falling edge.

Default Value: Pos

Softkey Location: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Configure Frame > Secondary Frame Trigger > Trigger In Polarity Neg Pos**

## Trigger Key

Press this softkey to select the front panel Trigger key as the pattern trigger for a single output of a modulated data transmission that is not framed (**Data Format Pattern Framed** is set to **Pattern**) or select the **Trigger** key as the frame trigger for toggling between your primary and/or secondary framed data. Once selected, you can trigger a single event at any time by pressing the **Trigger** key.

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### NOTE

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Pattern Repeat and Pattern Trigger functions are *not* available if you use either a PN data sequence, or an external data source.

Softkey Location: **Mode > TDMA > EDGE > Pattern Repeat Single Cont > Pattern Trigger > Trigger Key**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Frame Repeat Single Cont > Frame Trigger > Trigger Key**

Or: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Configure Frame > Secondary Frame Trigger > Key**

## TS

Press this softkey to access a menu to select a training sequence code. In this menu you can select from 8 training sequence codes, or you can define a custom value. The default training sequence code is TSC0. The hexadecimal value of TSC0 (09E4F3FF249E49E4F3FF) reflects the EDGE standard. Use hexadecimal to enter a custom value; the signal generator will convert it to binary.

Default Value: TSC0

Softkey Location: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Configure Normal > TS**

## TSC0 - TSC7

Press these softkeys to select a training sequence code. The hexadecimal values for each training sequence code are shown in the following table. You can edit any of these values with the **Custom TS** softkey.

<b>Training Sequence Code</b>	<b>Hexadecimal Value</b>
TSC0	09E4F3FF249E49E4F3FF
TSC1	09E7F3FF3FFE49E7F3FF
TSC2	0F249FF9FF9E4F249FF9
TSC3	0F24FFF9FCF24F24FFF9
TSC4	093F9E7FE4F2493F9E7F
TSC5	0F27FE79FC924F27FE79
TSC6	39E4FFFF3F9279E4FFFF
TSC7	3FE7FFC93C9E7FE7FFC9

Range: 0 through 3FFFFFFFFFFFFFFFFFFFFFFF

Softkey Location: **Mode > TDMA > EDGE > Data Format Pattern Framed > Configure Timeslots > Configure Normal > TS > TSC0 (or TSC1 - TSC7)**

## User File

Press this softkey to display the catalog of burst shape files stored in the signal generator's memory. You can select a custom burst shape from this catalog for your timeslot. Scroll through the listed files and when your selection is highlighted, press the **Select File** softkey. When a burst shape user file is in use, the display shows `EDGE:MODIFIED`.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Burst Shape > Burst Shape Type > User File**

## User FIR

Press this softkey to display the catalog of FIR filter files stored in the signal generator's memory. You can select a custom filter from this catalog for your pre-modulation filter. Scroll through the listed files and when your selection is highlighted, press the **Select File** softkey. Notice that `User FIR` is shown in the `Filter` field of the display and the file name is listed in the second line of the **Select** softkey.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Select > User FIR**

## User FSK

Press this softkey to display the catalog of FSK files stored in the signal generator's memory. You can select a custom file from this catalog for your FSK modulation. Scroll through the listed files until your selection is highlighted, then press the **Select File** softkey. Notice that `User FSK` is shown in the `Mod Type` field of the display and **User FSK** appears in bold, along with the selected file name, in the **Select Modulation Type** sub-menu.

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Select > User FSK**

## User I/Q

Press this softkey to display the catalog of I/Q files where you can select a prestored configuration to use for the modulation type. Scroll through the listed files and when your selection is highlighted, press **Select File**. Notice that `User I/Q` is shown in the `Mod Type` field of the display, and **User I/Q** appears in bold in the **Select Modulation Type** sub-menu.

Softkey Location: Press **Mode > TDMA > EDGE > Modify Standard > Modulation Type > Select > User I/Q**

## Window

Pressing this softkey accesses a menu for applying a windowing function to the selected filter. The default is to use no windowing which optimizes the passband response (EVM). Several windowing selections are provided in this menu which can be applied to smooth the filter's transition to zero. Windowing improves out of band performance (ACP) but simultaneously degrades EVM.

Default Value: None

Softkey Location: **Mode > TDMA > EDGE > Modify Standard > Filter > Define User I/Q > Load Default FIR > Root Nyquist (or any other filter) > Window**



# 4 Operation

This section contains detailed information that will help you learn how to operate your signal generator.

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## Framed Data Pattern Transmissions

Signal generators equipped with Options UN8 can be configured to generate framed data transmissions in EDGE. Many data patterns can be internally-generated (PN9, PN15, fixed 4-bit repeating sequences, set patterns of ones and zeroes) or you can choose to supply your own data (download a binary file or input data using the DATA INPUT connector). If you elect to supply your own data file, it should be created to exactly fill the data fields of your chosen timeslots. If the end of the file does not coincide with the end of a frame, data will be truncated in one of the following ways:

- Enough frames will be generated to transmit as much of the data pattern as will fit into complete frames. The remaining bits of the data pattern (which are too few to completely fill a frame) are truncated.
- If two files of unequal sizes are selected for the same framed transmission, enough frames will be generated to transmit as much of the data pattern of the largest file as will fit into complete frames. The remaining bits of the data pattern are truncated. The smaller file will be repeated as many times as necessary to completely fill these frames. Data will be truncated for the smaller file to coincide with the end of the last frame.
- If a user's file and a PN9 file are selected for the same framed transmission and the user's file is shorter than the PN9, 511 frames will be generated to transmit the PN9. The end of the PN9 data will coincide with the end of the 511th frame. The smaller user's file will be repeated as many times as necessary to completely fill these 511 frames. Data will be truncated for the smaller file to coincide with the end of the last frame.
- If a user's file and a PN9 file are selected for the same framed transmission and the user's file is longer than the PN9, enough frames will be generated to transmit as much of the data pattern as will fit into complete frames. The remaining bits of the data pattern (which are too few to completely fill a frame) are truncated. The PN9 data will be repeated as many times as necessary to completely fill these frames.

The signal generator has the capability of transmitting the framed data continuously or outputting a single frame. If only one timeslot is on, selecting a single framed transmission will output the following sequences:

- 4-Bit Patterns (FIX4) - A single frame is generated. The 4-bit pattern repeats until the data fields are completely filled. Each trigger transmits the same frame.
- Other Patterns (fixed patterns of equal quantities of ones and zeroes) - A single frame is generated. The selected pattern repeats until the data fields are completely filled. Each trigger transmits the same frame.
- PN9 - A single frame is generated. The data fields are filled with the leading bits of the PN9 sequence. A trigger causes the frame to be transmitted. The data fields of this frame are then filled sequentially with the next series of PN9 data bits. A trigger causes the frame to be transmitted. This process continues, transmitting the entire PN9 sequence frame by frame. The last bit of the PN9 sequence in a data field is immediately followed by the first bit of a second PN9 sequence.



- **PN15** - A single frame is generated. The data fields are filled with the leading bits of the PN15 sequence. A trigger causes the frame to be transmitted. The data fields of this frame are then filled sequentially with the next series of PN15 data bits. A trigger causes the frame to be transmitted. This process continues, transmitting the entire PN15 sequence frame by frame. The last bit of the PN15 sequence in a data field is immediately followed by the first bit of a second PN15 sequence.
- **User File** - The user's file should have the appropriate data to fill an integer number of timeslots. If not, the remaining bits are truncated. Depending on the size of the file, more than one frame can possibly be generated.
- **External Data** - External data is clocked into the data fields of the timeslot. A single frame is generated.

---

## Using Secondary Frames

The secondary frame is a copy of a selected framed data pattern. The framed data from which the copy was made now becomes the primary frame. Once the secondary frame is saved, it cannot be modified; it can only be turned on or off or a new secondary frame can be saved over the current secondary frame. The primary frame can now be modified to transmit data which differs from the data being transmitted by the secondary frame. You can now toggle between the primary and secondary frames, resulting in two different modulation patterns at the output. Since some data patterns may occupy multiple frames, one frame type will not toggle to the other until the absolute end of the currently transmitting frame's data pattern.

### Generating the Secondary Frame Pattern

To generate a secondary frame, the digital TDMA standard must be on (EDGE Off On set to On or execute the remote command `:RADIO:EDGE[:STATE] ON`). When the secondary frame is saved using the **Save Secondary Frame State** softkey (or the remote command `:RADIO:EDGE:SECONdary:SAVE`), the current instrument state is saved to the memory catalog using a file name consisting of the digital standard name (in this case EDGE) followed by `_SECONDARY_STATE`. When the secondary frame is activated (by setting the **Secondary Frame Off On** softkey to On, or by using the remote command `:RADIO:EDGE:SECONdary[:STATE] ON`), the secondary frame is generated using the instrument state stored in the file name `EDGE_SECONDARY_STATE`.

Once the pattern has been generated, it is moved to the end of the data generator memory. The primary pattern is then regenerated and can, if necessary, be modified to differ from the secondary pattern.

---

**NOTE** If the two patterns cannot simultaneously fit into memory, the secondary pattern is turned off.

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### Triggering the Secondary Frame

Once the primary and secondary frames are generated, a specific trigger event can be selected to toggle the frame being modulated on the RF signal between primary and secondary. Your choices for the specific trigger event include the front panel **Trigger** key, an execute trigger command on the HP-IB interface bus, or an external triggering signal applied to the rear panel TRIGGER IN connector. You can set this specific trigger event by choosing one of these from the softkeys under the **Secondary Frame Trigger** softkey or by sending the SCPI command `:RADIO[:EDGE]:SECONdary:TRIGger[:SOURce]` and appending it with either `KEY`, `EXT`, or `BUS`. If you choose external triggering, you can control the polarity of the trigger signal using the **Trigger In Polarity Neg Pos** softkey or by sending the remote command `:TRIGger[:SEQUence]:SLOPe`, and appending it with either `POSitive` or `NEGative`.

The actual transition occurs at the absolute end of the current data pattern. Depending on which frame type is in the queue, the instrument displays the next frame as `Nxt Frame: Primary` or `Nxt Frame: Secondary`.

## The Effects of Secondary Frame on Instrument State Settings

The next frame is automatically set to primary when the secondary frame state is turned off, or when the activated standard is turned off. Standards that are turned off always show the next frame as primary.

When the next frame is shown as primary, any changes made to the current instrument state are seen at the RF output only after the primary framed pattern has been regenerated. While this process is being completed, the output will not conform to specification. When the next frame is shown as secondary, any changes made to the current instrument state are seen at the RF output only after the frame has switched back to primary. Remember that any changes made will only apply to the primary frame, regardless of which frame type is in the queue; the secondary frame cannot be modified.

All instrument state settings affect only one frame, either primary or secondary; except for the data format, the digital standard's operational state, the timeslot PN's and scramble which remain the same in both the primary and secondary frame data. If the primary frame's data is toggled from Framed to Pattern, then the secondary frame is turned off. The operational state of the digital standard (EDGE Off On) affects both the primary and the secondary frames.

If any of the following conflicts occur, the secondary frame is turned off:

- The primary frame in pattern RAM is a different digital standard than the one in which the selected secondary frame state was created.
- Creating a secondary frame with a non-framed data pattern.
- Turning all timeslots off in either the primary or secondary frames. A secondary frame cannot have all the timeslots turned off.
- Mixing continuous and discontinuous frames between the primary and secondary frames.
- The firmware is unable to read the secondary frame instrument state file.

The frame repeat is changed to continuous when the secondary state is turned on. If the secondary frame is being generated externally, then the primary frame will use quick PN9-generated patterns. If the primary frame is being generated from external data, and the secondary frame is using any hardware-generated data, then the secondary frame is regenerated using software patterns. Both of these situations frequently lead to framed patterns that are too large to coexist.

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## Data Dependencies

There are some situations where combinations of data patterns, or usage of particular data patterns, will cause the data to be truncated or discontinuous. Because a discontinuous data pattern will make bit error rate testing invalid, it is important to be aware of these situations.

- Any time a downlink timeslot type is selected for a EDGE frame and the data pattern chosen is PN15, the PN15 pattern will be discontinuous. A discontinuous PN15 pattern consists of as many complete frames of PN15 data as can be generated. The remaining bits that do not completely fill a frame are truncated.
- Any combination of external data and a PN15 data pattern will cause a discontinuous PN15 pattern.
- Any combination of user's files and a PN15 data pattern will cause a discontinuous PN15 pattern.

## Digital Modulation Input/Output Relationships

Signal generators equipped with Option UN8 can be configured to internally generate pattern or framed data, the baseband generator's clock can be internally or externally supplied, and the external data clock can be set to a normal bit clock or a symbol clock. Combinations of these selections will affect the inputs required and the outputs available as shown in the following tables. (All connectors are located on the rear panel with Option 1EM.)

**Table 4-1 Pattern Data Mode**

Data	BBG Data CLK	External Data Clock	Front Panel Inputs			Rear Panel Outputs		
			DATA CLOCK	SYMBOL SYNC	DATA	DATA CLK OUT	SYMBOL SYNC OUT	DATA OUT
Internal	Internal	NA	NA	NA	NA	Internal Bit Clock	Internal Symbol Clock	Internally Generated Data
Internal	External	Normal	User's Bit Clock	NA	NA	Internal Bit Clock	Internal Symbol Clock	Internally Generated Data
Internal	External	Symbol	User's Symbol Clock	NA	NA	Internal Bit Clock	Internal Symbol Clock	Internally Generated Data
External	Internal	NA	NA	User's Symbol Clock <sup>1</sup>	User's External Data <sup>1</sup>	Internal Bit Clock	User's Symbol Clock	User's External Data
External	External	Normal	User's Bit Clock	User's Symbol Clock	User's External Data	Internal Bit Clock	User's Symbol Clock	User's External Data
External	External	Symbol	User's Symbol Clock <sup>2</sup>	User's Symbol Clock <sup>2</sup>	User's External Data	Internal Bit Clock	User's Symbol Clock	User's External Data

1. The front panel SYMBOL SYNC and DATA inputs must be clocked by the internal bit clock output from the rear panel DATA CLK OUT.
2. When the user's symbol clock is supplied to the DATA CLOCK input, it must also be supplied to the SYMBOL SYNC input via a tee.

**Table 4-2 Framed Data Mode**

Data	BBG Data Clock	External Data Clock	Front Panel Inputs			Rear Panel Outputs		
			DATA CLOCK	SYMBOL SYNC	DATA	DATA CLK OUT	SYMBOL SYNC OUT	DATA OUT
Internal	Internal	NA	NA	NA	NA	Internal Bit Clock	Internal Symbol Clock	Framed Internally Generated Data
Internal	External	Normal	User's Bit Clock	NA	NA	Internal Bit Clock	Internal Symbol Clock	Framed Internally Generated Data
Internal	External	Symbol	User's Symbol Clock	NA	NA	Internal Bit Clock	Internal Symbol Clock	Framed Internally Generated Data
External <sup>1</sup>	Internal	NA	NA	NA	User's External Data <sup>2</sup>	Internal Bit Clock	Internal Symbol Clock	Internally Framed User's External Data
External <sup>1</sup>	External	Normal	User's Bit Clock	NA	User's External Data	Internal Bit Clock	Internal Symbol Clock	Internally Framed User's External Data
External <sup>1</sup>	External	Symbol	User's Symbol Clock	NA	User's External Data	Internal Bit Clock	Internal Symbol Clock	Internally Framed User's External Data

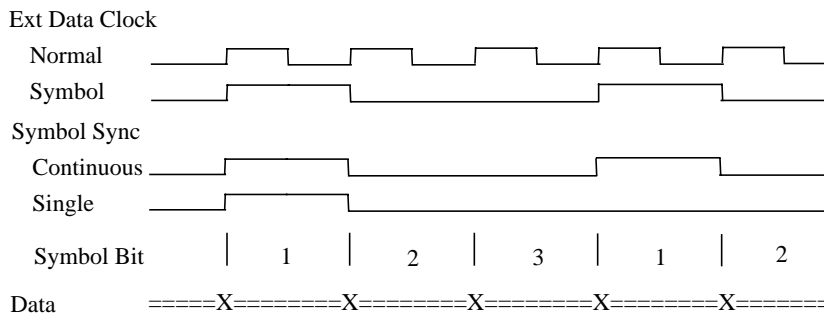
1. In all configurations where data is externally supplied, the rear panel EVENT 2 output must be used to gate the data into the internally generated frame data.
2. The front panel DATA input from the user's external data source must be clocked by the internal bit clock output from the rear panel DATA CLK OUT and be correctly phased with SYMBOL SYNC OUT.

## Data Clock Timing Patterns

The following timing diagram shows the following information:

- external DATA CLOCK INPUT signal in normal and symbol modes
- SYMBOL SYNC INPUT signal in continuous and single modes
- symbol bits (3 bits per symbol)
- DATA INPUT pattern

Notice that the data should change (zero to one or one to zero) on the rising edge of the data clock and the data must be stable on the falling edge of the data clock.

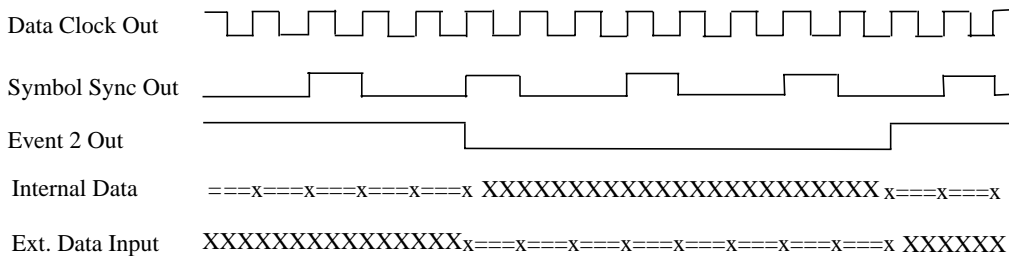


where X is data transition; = is data valid 0 or 1

## Internally Framed External User Data

The following timing diagram shows the following information:

- DATA CLOCK OUT signal
- SYMBOL SYNC OUT signal in continuous mode (only applies to digital modulation modes with 3 bits per symbol)
- EVENT 2 OUT signal
- internal data pattern
- external data pattern



where x is data transition; = is data valid 0 or 1; X is data "don't care"

---

## Frame/Pattern Triggering

The PATTERN TRIG IN connector is used to trigger the internal digital modulation data generator to start an unframed, continuous data pattern or a framed data output. This input accepts a CMOS low to CMOS high edge trigger. The minimum trigger input pulse width, high or low, is 100 ns.

The input trigger edge is latched and then sampled by the falling edge of the data bit clock to synchronize the trigger with the data bit clock timing.

The minimum delay from the trigger rising edge to the first bit of the frame is 1.5 to 2.5 bit clock periods. Trigger delay resolution is one data bit clock period. Setting the trigger delay equal to the frame bit count minus two will allow the frame to start within plus or minus one half of a bit clock of the trigger edge.

For example: The EDGE frame bit count total is 3750. If you set the delay to 3748, the frame will start within one half of a bit clock of the trigger edge.

You can also set the external delay bits function to a value greater than zero. One data bit clock period of delay is added per external delay bit to the start of the frame from the trigger. For delays set longer than the frame length, after a delay period is triggered, subsequent trigger pulses occurring up to seven bit clocks before that delay period ends will be ignored.

---

**NOTE** The phase and frequency of the trigger and the frame start can be held constant by using the same frequency reference for both the signal generator and the external trigger source. To keep the phase constant but *not* aligned, use the HP ESG-D Series internal 10 MHz reference or an external 10 MHz reference for both sources. Or use an external 13 MHz reference. To keep the phase constant *and* aligned, use the HP ESG-D Series internal data clock or an external data clock for both sources.

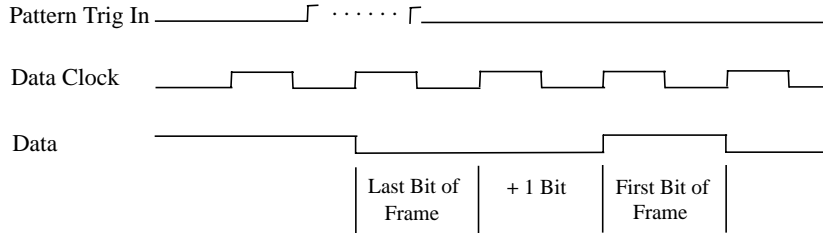
---

Three examples follow with timing diagrams to demonstrate the frame/pattern triggering function. In all examples, external delay is off, the frame trigger is external, and the frame repeat function is set to single. (A continuous setting always causes the pattern trigger input to be ignored.)



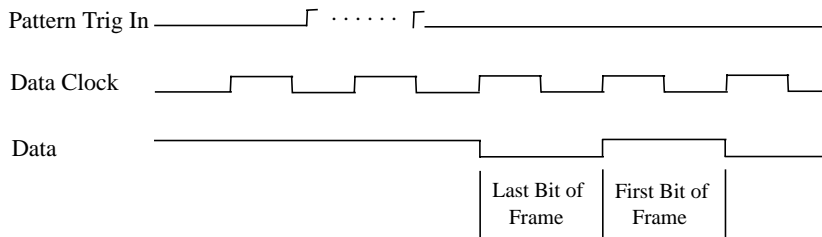
### Example 1

In this example, the timing diagram shows the trigger occurring on time (1.5 to 2.5 bit clocks before the present frame ends) to generate continuous frame timing. The rising edge of the trigger is shown to occur at any time after the last bit clock falling edge and before the next bit clock falling edge.

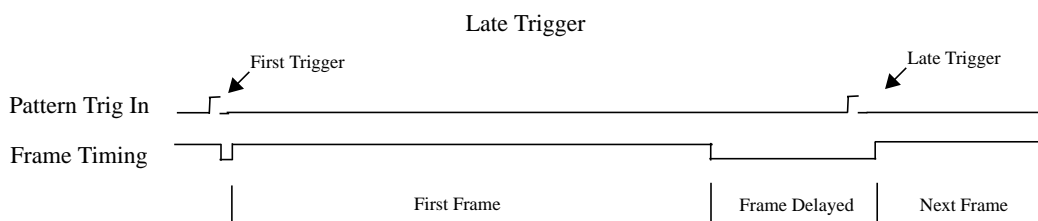
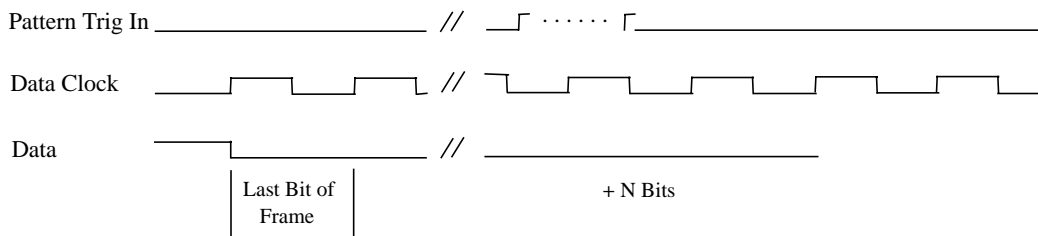


### Example 2

In this example, two timing diagrams are shown. In the first, the trigger occurs late (1.5 to 0.5 bit clocks before the present frame ends). The outcome is an additional guard bit inserted between the last bit of the present frame and the first bit of the next frame.

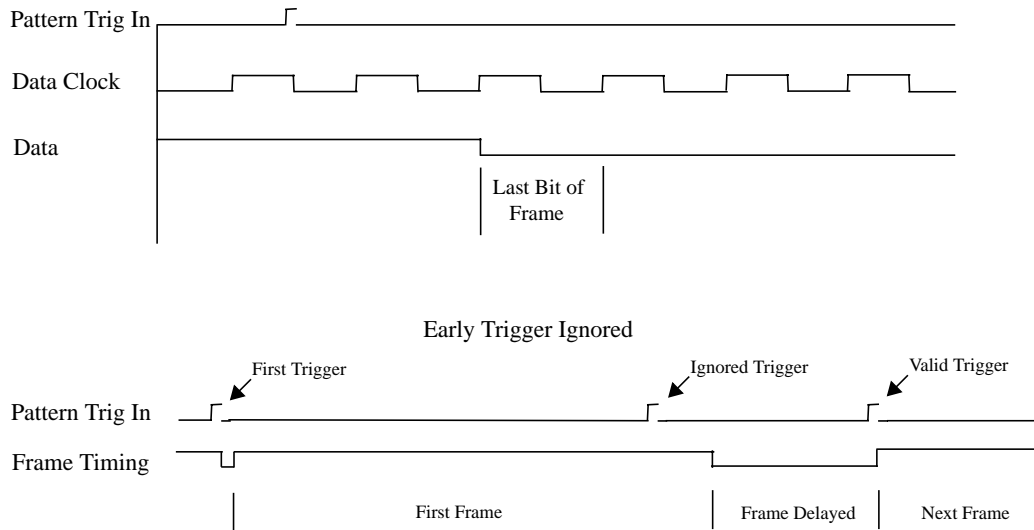


This timing diagram shows the trigger occurring between  $N - 1.5$  to  $N - 2.5$  bit clocks after the current frame ends. The first bit of the next frame begins  $N$  bit clocks after the current frame ends.



### Example 3

This timing diagram shows the trigger occurring before the present frame ends. Trigger input is masked from the frame start until 2.5 bit clocks before the frame ends. Any triggers occurring during the mask are ignored. The next frame is delayed until the next valid trigger occurs.



## Alternate Amplitude and Alternate Timeslot Amplitude Control (Option UNA only)

The Alternate Amplitude Control feature comprises two separate subsystems, Alternate Amplitude and Alternate Timeslot Amplitude. The Alternate Amplitude Control subsystem provides the user with the capability of toggling the RF output power between a main amplitude and a definable alternate amplitude. The Alternate Timeslot Amplitude subsystem provides the capability of having different power levels on the transmitting digital data stream during framed data or non-framed external data.

Analog instruments with the Alternate Amplitude Control Option UNA are equipped with only the Alternate Amplitude subsystem. Digital instruments with baseband generators (Option UN8) have both Alternate Amplitude and Alternate Timeslot Amplitude subsystems.

---

**NOTE** The two subsystems can operate independently or coupled depended on the configuration. Similar to data generation and I/Q Burst control, the firmware provides the most intuitive approach to signal coupling, but when necessary, the user can override all firmware couplings.

---

**Table 4-3 Summary of Firmware Couplings**

Mode State	Pattern/Framed Data	Alt State	Alt Trigger	RF Output	General Comments
OFF	N/A	ON	EXT	Main and Delta Toggling	Must supply trigger input to TRIGGER IN rear panel BNC
OFF	N/A	ON	MAN	Main and Delta Toggling	Use softkey or remote command to toggle the RF
OFF	N/A	ON	INT	Main Only	INT trigger source has no effect when MODE OFF
ON	Int Pattern	OFF	N/A	Main or Delta (Manual Control)	Can manually turn on ALT and manually toggle RF
ON	Ext Pattern	ON	INT	Main and Delta toggling	Must supply trigger input to ALT PWR IN rear panel BNC
ON	Frame (all timeslots off)	OFF	N/A	NO RF	Alternate amplitude has no meaning when all timeslots are OFF

<b>Mode State</b>	<b>Pattern/Framed Data</b>	<b>Alt State</b>	<b>Alt Trigger</b>	<b>RF Output</b>	<b>General Comments</b>
ON	Frame (at least one timeslot ON with no delta selection)	OFF	N/A	MAIN power during ON timeslot	Alternate amplitude is OFF to avoid power drift when none of the timeslots are using Delta Amplitude.
ON	Frame (at least one timeslot ON with delta selection)	ON	INT	Assigned MAIN or DELTA power as selected	

For instruments with Option UN8, the alternate amplitude state is turned off to stabilize the circuitry and avoid subtle power drifting if a TDMA format is on and either all timeslots are off, or none of the timeslots turned on use alternate amplitude.

During non-framed/continuous EXT data transmission, alternate state is turned on (a signal must be provided at the ALT PWR IN rear panel BNC trigger input) to allow the capability of alternating the RF output power to the transmitting pattern. During these transmissions, the trigger rate determines the duration of the toggling amplitude. This can be useful in applications where external data, clock and symbol signals are provided for external framing. By providing a ALT PWR IN trigger in signal, different amplitudes can be positioned on the transmitting pattern, similar to the alternate timeslot amplitude effect with internal framing.

For analog instruments, the INT trigger source selection has no effect and this softkey is grayed out.

For instruments with Option UN8, unless a TDMA format or a Custom pattern modulation is turned on, the baseband generator does not function and the INT trigger source selection for alternate amplitude trigger has no effect.

---

## User File Applications

### Digital Modulation Data Remote Programming with User Files

Use the following SCPI command line to enter a user file for remote programming of the source's digital modulation:

```
:MMEM:DATA "<file name>"
```

#### Sample Command Line

A sample command line:

```
:MMEM:DATA "<file name>",#ABC
```

"<file name>" the file name

- A the number of numeric digits to follow in B.
- B specifies the number of data bytes in C.
- C the digital modulation data.

#### Example 1

In the following example, the data bytes are in ASCII.

```
:MMEM:DATA "NEWDATAFILE",#1912SA4D789
```

A B C

"NEWDATAFILE" the file name

- 1 defines the number of numeric digits to follow in B. After the #, this number points to the single digit 9 which defines the number of bytes of modulation data. (This variable is represented by A in the sample command line.)
- 9 reserves the 9 data digits (12SA4D789) that indicate the bytes (in ASCII) that are stored in the modulation data (C). This variable is represented by B in the sample command line.
- 12SA4D789 the digital modulation data in ASCII. This variable is represented by C in the sample command line.

## Example 2

In the following example, the data bytes are in ASCII.

```
:MMEM:DATA "NEWDATAFILE1",#21012&A%4D789
              | | | | |
              A B C
```

"NEWDATAFILE1" the file name

2 defines the number of numeric digits to follow in B. After the #, this number points to the double digit 10 which defines the number of bytes of modulation data. This variable is represented by A in the sample command line.

10 reserves the 10 data digits (12&A%4D789) that indicate the bytes (in ASCII) that are stored in the modulation data (C). This variable is represented by B in the sample command line.

12&A%4D789 the digital modulation data in ASCII. This variable is represented by C in the sample command line.

---

**NOTE** A user file must contain enough data to fill the entire field(s) for which it is selected. If a user file containing a data pattern with less than the required number of bits is selected, the resulting signal will not be usable. For example, if you want to fill the data fields (E) of a normal EDGE burst, the user file must contain at least 342 bits of data. If the data is downloaded using ASCII characters (which represent one byte of data per character), you must enter 43 bytes of data. The 2 least-significant bits of the 43rd byte will be truncated.

---

## Querying the User File's Digital Modulation Data

Use the following SCPI command line to query a digital modulation user file:

```
:MMEM:DATA?"<file name>"
```

## Sample Command Line

A sample command line:

```
:MMEM:DATA?"<file name>"
```

"<file name>" the file name

## Example 1

In the following example, the data bytes are returned in ASCII.

```
:MMEM:DATA?"NEWDATAFILE"
```

"NEWDATAFILE" the file name

The data will be returned in the same #ABC format used in the earlier sample: #1912SA4D789 (in ASCII).

## Example 2

In the following example, the data bytes are in ASCII.

```
:MMEM:DATA? "DATAFILE1 "
```

```
"DATAFILE1 "           the file name
```

The data be returned in the same #ABC format used in the earlier sample:  
#21012&A%4D789 (in ASCII).

## Reviewing the Memory Catalog

The memory catalog can be used to review the existing user files and any new files that have been transferred to the source's mass memory. To review the memory catalog:

1. Switch the source's line power on.
2. Press **Utility** (located in the MENUS section of the instrument's front panel). If the instrument is in remote mode, first press the **Local** key to return the instrument to local control.
3. Press **Memory Catalog** > **Catalog Type**.
4. Press **All** to review all the files in the system.
5. Press **Binary** to review all of the existing binary files.
6. Press **State** to review all of the existing state files.
7. Press **List** to review all of the existing list files.
8. Press **FIR** to review all of the existing FIR filter files.
9. To review the I/Q modulation files, press **More (1 of 2)** > **Modulation Catalog Types** > **I/Q**. To review the FSK modulation files, press **More (1 of 2)** > **Modulation Catalog Types** > **FSK**.

## User File Example Programs

The following user file example programs are provided to help you understand how to apply basic SCPI concepts. Example Programs 1 through 4 were created in HP Basic (version 6.0). Example Program 5, which provides the same function as Example Program 4, is written in the C programming language.

### Example Program 1, Send a File and Data to the Source's User File Directory

```
10 Sig_gen=719
20 LOCAL Sig_gen
30 CLEAR Sig_gen
40 CLEAR SCREEN
50 OUTPUT Sig_gen; "*RST"
60 OUTPUT Sig_gen; ":MMEM:DATA " "DATAFILE" ,#1912SA4D789 "
70 END
```

## Example Program 2, Query a File and Data in the Source's User File Directory

```
10 DIM A$(10000)
20 Sig_gen=719
30 LOCAL Sig_gen
40 CLEAR Sig_gen

50 CLEAR SCREEN
60 OUTPUT Sig_gen;"*RST"
70 OUTPUT Sig_gen;" :MMEM:DATA?" "DATAFILE" " "
80 ENTER Sig_gen;A$
90 PRINT A$
100 END
```

## Example Program 3, Use an EDGE User File

```
10 Sig_gen=719
20 LOCAL Sig_gen
30 CLEAR Sig_gen
40 CLEAR SCREEN
50 OUTPUT Sig_gen;"*RST"
60 OUTPUT Sig_gen;"RADIO:EDGE ON"
70 OUTPUT Sig_gen;"RADIO:EDGE:BURST:STATE ON"
80 OUTPUT Sig_gen;"RADIO:EDGE:SLOT1:STATE ON"
90 OUTPUT Sig_gen;"RADIO:EDGE:SLOT1:NORMAL"
100 OUTPUT Sig_gen;"RADIO:EDGE:SLOT1:NORMAL:ENCR "datafile" "
110 END
```

## Example Program 4, Upload User Data Using Integer Arrays to the Source's User File Directory

```
10 DATA 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14
20 DATA 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30
30 INTEGER A(1:15), B(1:15)
40 READ A(*)
50 OUTPUT 719 USING "K, 15(B) ";":MMEM:DATA " "TESTDATA" ",#215",A(*)
60 OUTPUT 719;":MMEM:DATA?" "TESTDATA" " "
70 DIM A$(4)
80 ENTER &! ( USING "K, 30(B)";A$,B(*)
90 PRINT A$, B(*)
100 END
```

## Example Program 5, Upload User Data Using Integer Arrays to the Source's User File Directory (C Language Version)

```
#include <stdio.h>
#include <string.h>

/*
 * The following routine must be substituted for one in the user's HPIB library.
 */

extern write_hplib(int address, int size, unsigned char* data);

/* HPIB Port Address
*/
```



```

#define HPIB_ADDRESS 719
/* SCPI string token for loading data into instrument */
#define FILE_LOAD_SCPI_TOKEN ":MMEM:DATA \"%s\",#%d%s"
/* File name to create int the instrument*/
#define FILE_NAME "Newdatafile"
/*
* The following is the binary data to load into the instrument. For this example
the data * is incremental, and in general would be more random. This data can also
be read from * a file by the programmer. This data is similar to the Basic example
(Example Program 4).
*/
unsigned char db[] = {
1,2,3,4,5,6,7,8,9,10,11,12,13,14
15,16,17,18,19,20,21,22,23,24,25,26,27,28,29,30,31
};
int
main(void)
{
int db_size= sizeof(db)/sizeof(unsigned char);
char token_string[128];
char db_size_string[64];
int db_size_string_length;
unsigned char data_buffer[512];

sprintf(db_size_string, "%d", db_size);
db_size_string_length=strlen(db_size_string);
sprintf(token_string,
FILE_LOAD_SCPI_TOKEN,
FILE_NAME,
db_size_string_length,
db_size_string);
memcpy(data_buffer, token_string, strlen(token_string));
memcpy(data_buffer+strlen(token_string), db, db_size);
write_hpib(HPIB_ADDRESS, strlen(token_string)+db_size, data_buffer);
return 0;
}

```

## Understanding Differential Encoding

Differential encoding is a digital-encoding technique whereby a binary value is denoted by a signal change rather than a particular signal state. Using differential encoding, binary data in any user-defined I/Q or FSK modulation can be encoded during the modulation process via symbol table offsets defined in the Differential State Map.

For example, consider the signal generator's default 4QAM I/Q modulation. (To see an I/Q State Map of this modulation, press **Mode > Real Time BaseBand** (if this key appears), **TDMA > EDGE > More (1 of 2) > Modify Standard > Modulation Type > Define User I/Q > More (1 of 2) > Load Default I/Q Map > QAM > 4QAM**.) With a user-defined modulation based on the default 4QAM template, the I/Q State Map contains data that represent 4 symbols (00, 01, 10, and 11) mapped into the I/Q plane using 2 distinct values, 1.000000 and -1.000000. These 4 symbols can be differentially encoded during the modulation process by assigning symbol table offset values associated with each data value. The following illustration shows the 4QAM modulation in the I/Q State Map table editor.

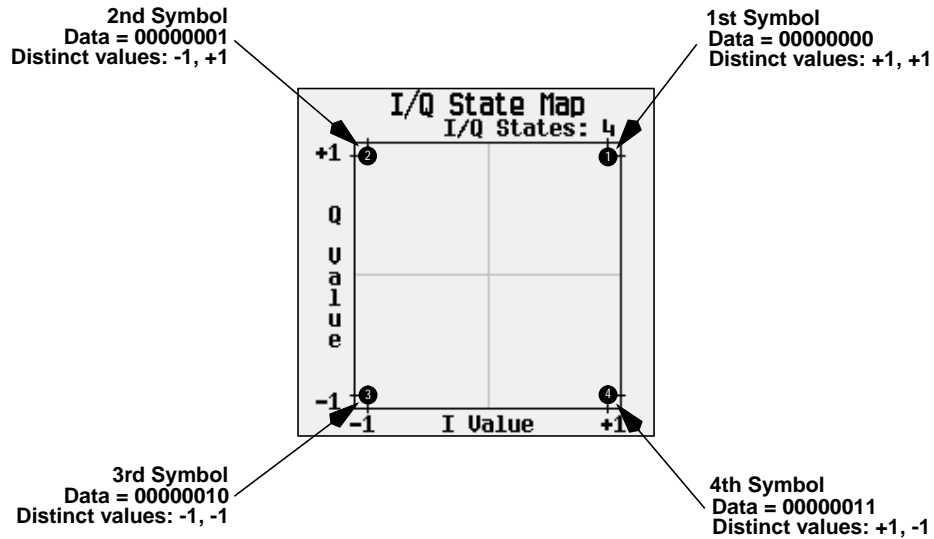
FREQUENCY		4.000 000 000 00 GHz		AMPLITUDE		-135.00 dBm		Load/Store	
T				RF OFF		MOD ON		Load Default I/Q Map	
								Delete All Rows	
I/Q Values				Distinct Values		1 1.000000		Differential Encoding	
Data		I Value		Q Value		2 -1.000000		Off On	
00000000		1.000000		1.000000		3		Configure Differential Encoding	
00000001		-1.000000		1.000000		4		Offset Q	
00000010		-1.000000		-1.000000		5		Off On	
00000011		1.000000		-1.000000		6		More	
00000100		-----		-----		7		(2 of 2)	
						8			
						9			
						10			
						11			
						12			
						13			
						14			
						15			
						16			

**NOTE** The number of bits per symbol can be expressed using the following formula. Because the equation is a ceiling function, if the value of  $x$  contains a fraction,  $x$  is rounded up to the next whole number.

$$x = \lceil \log_2(y) \rceil$$

Where  $x$  = bits per symbol, and  $y$  = the number of differential states.

The following illustration shows a 4QAM modulation I/Q State Map. (To see the map on the signal generator, press **Mode > Real Time BaseBand** (if this key appears) **> TDMA > EDGE > More (1 of 2) > Modify Standard > Modulation Type > Define User I/Q > More (1 of 2) > Load Default I/Q Map > QAM > 4QAM > More (2 of 2) > Display I/Q Map**.)

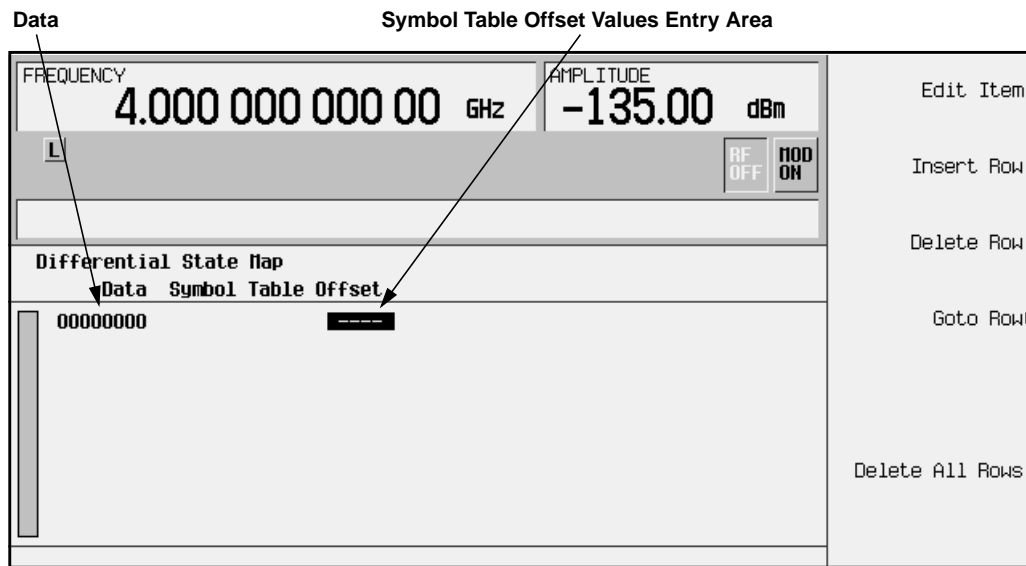


### How Differential Encoding Works

Differential encoding employs offsets in the symbol table to encode user-defined modulation schemes. The Differential State Map editor is used to introduce symbol table offset values which in turn cause transitions through the I/Q State Map based on their associated data value. Whenever a data value is modulated, the offset value stored in the Differential State Map is used to encode the data by transitioning through the I/Q State Map in a direction and distance defined by the symbol table offset value.

### Understanding The Differential State Map Editor

Pressing **Configure Differential Encoding** opens the Differential State Map editor. At this point, you see the data for the 1st symbol (00000000) and the cursor prepared to accept an offset value.



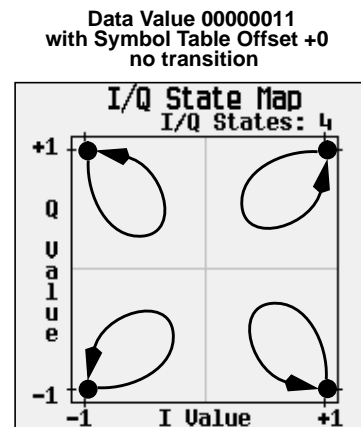
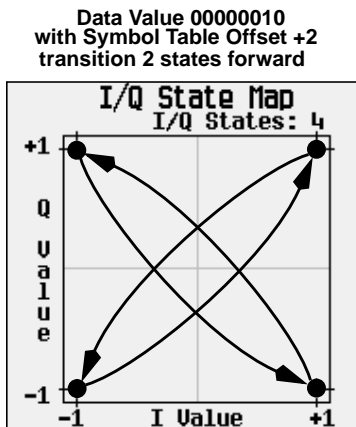
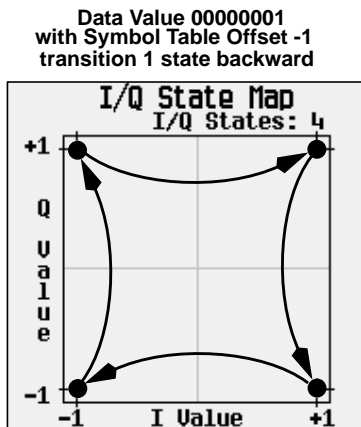
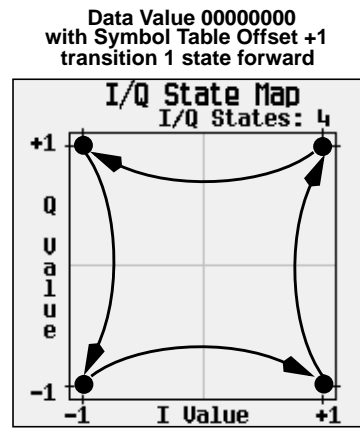
Entering a value of +1 will cause a 1-state forward transition through the I/Q State Map, as shown in the following illustration.

**NOTE** The following I/Q State Map illustrations show all of the possible state transitions using a particular symbol table offset value. The actual state-to-state transition would depend upon which state the modulation had started in.

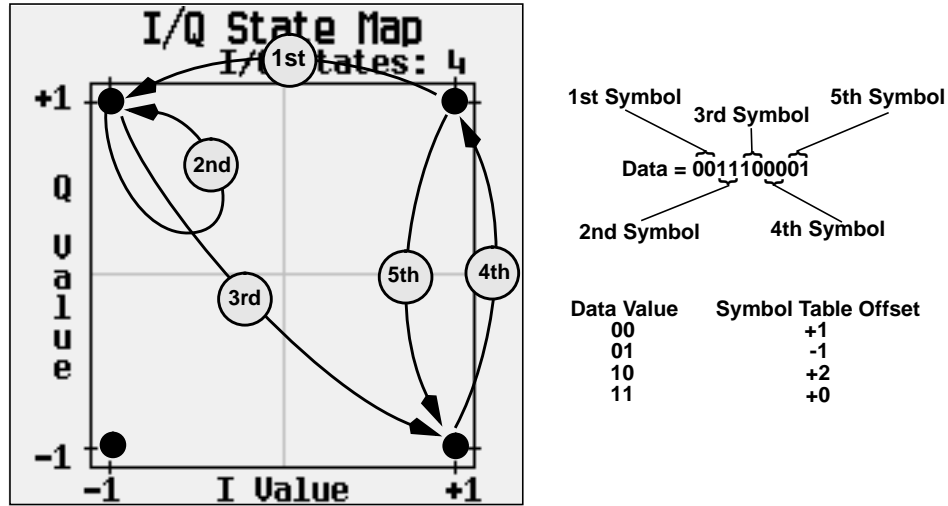
Entering the following values in the Differential State Map, and pressing Return, Differential Encoding Off On until On is highlighted, differentially encodes the user-defined I/Q or FSK modulation that is present in the I/Q State Map.

- For data 00000001, enter -1.
- For data 00000010, enter 2.
- For data 00000011, enter 0.

These symbol table offsets will result in one of the transitions shown in the following illustrations.



When applied to the user-defined default 4QAM I/Q map, starting from the 1st symbol (data 00), the differential encoding transitions for the data stream (in 2-bit symbols) 0011100001 appear in the following illustration.



As you can see from the previous illustration, the 1st and 4th symbols, having the same data value (00), produce the same state transition (forward 1 state). In differential encoding, symbol values do not define location; they define the direction and distance of a *transition* through the I/Q State Map.

## Understanding Differential Data Encoding

In digital modulation formats such as GSM, digital data (1's and 0's) are encoded, modulated onto a carrier frequency and subsequently transmitted to a receiver. In contrast to differential encoding (described on page 2-30), differential *data* encoding modifies the data stream *prior* to I/Q mapping. Where differential encoding encodes the raw data by using symbol table offset values to manipulate I/Q mapping at the point of modulation, differential data encoding uses *the transition from one bit value to another* to encode the raw data.

### How Differential Data Encoding Works

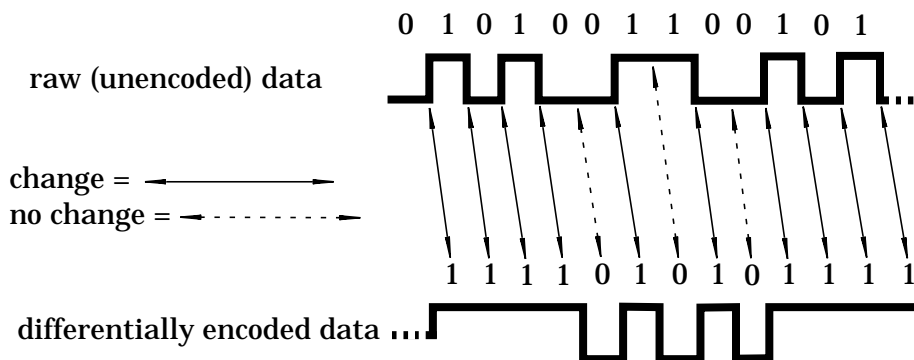
Differential data encoding modifies the raw digitized data by creating a secondary, encoded data stream that is defined by *changes* in the digital state, from 1 to 0 or from 0 to 1, of the raw data stream. This differentially encoded data stream is then modulated and transmitted.

In differential data encoding, a *change* in a raw data bit's digital state, from 1 to 0 or from 0 to 1, produces a 1 in the encoded data stream. *No change* in digital state from one bit to the next, in other words a bit with a value of 1 followed by another bit with a value of 1 or a bit with a value of 0 followed by the same, produces a 0 in the encoded data. For instance, differentially encoding the data stream containing 01010011001010 renders 1111010101111.

Differential data encoding can be described by the following equation:

$$transmittedbit(i) = databit(i - 1) \oplus databit(i)$$

For a bit-by-bit illustration of the encoding process, see the following illustration.



### How to Access and Apply Differential Data Encoding

You can apply differential data encoding to a GSM modulation by pressing **Mode > Real Time I/Q BaseBand** (if this key is present) **> TDMA > EDGE > More (1 of 2) > Modify Standard > Diff Data Encode Off On** until **On** is highlighted.

# 5 Remote Programming

This chapter contains a description of all of the EDGE subsystem SCPI commands including syntax requirements, ranges, restrictions, and status at \*RST.

---

## EDGE Personality Subsystem

The EDGE personality subsystem is used to set the controls and the parameters associated with EDGE communications standard.

### Burst Shape, Falling Edge Delay

```
[ :SOURce]:RADio:EDGE:BURSt:SHAPE:FALL:DElay <value>  
[ :SOURce]:RADio:EDGE:BURSt:SHAPE:FALL:DElay?
```

```
[ :SOURce]:RADio:EDGE:BURSt:SHAPE:FDElay <value>  
[ :SOURce]:RADio:EDGE:BURSt:SHAPE:FDElay?
```

This command adjusts the falling edge delay of the burst.

Range: minimum and maximum values depend upon modulation type and symbol rate

\*RST value: 1.200 bits

### Burst Shape, Falling Edge Time

```
[ :SOURce]:RADio:EDGE:BURSt:SHAPE:FALL:TIME <value>  
[ :SOURce]:RADio:EDGE:BURSt:SHAPE:FALL:TIME?
```

```
[ :SOURce]:RADio:EDGE:BURSt:SHAPE:FTIME <value>  
[ :SOURce]:RADio:EDGE:BURSt:SHAPE:FTIME?
```

This command adjusts the falling edge time of the burst.

Range: minimum and maximum values depend upon modulation type and symbol rate

\*RST value: 10.300 bits

### Burst Shape, Rising Edge Delay

```
[ :SOURce]:RADio:EDGE:BURSt:SHAPE:RISE:DElay <value>  
[ :SOURce]:RADio:EDGE:BURSt:SHAPE:RISE:DElay?
```

```
[ :SOURce]:RADio:EDGE:BURSt:SHAPE:RDElay <value>  
[ :SOURce]:RADio:EDGE:BURSt:SHAPE:RDElay?
```

This command adjusts the rising edge delay of the burst.

Range: minimum and maximum values depend upon modulation type and symbol rate

\*RST value: 4.400 bits



## Burst Shape, Rising Edge Time

```
[ :SOURce]:RADio:EDGE:BURSt:SHAPE:RISE:TIME <value>  
[ :SOURce]:RADio:EDGE:BURSt:SHAPE:RISE:TIME?
```

```
[ :SOURce]:RADio:EDGE:BURSt:SHAPE:RTIME <value>  
[ :SOURce]:RADio:EDGE:BURSt:SHAPE:RTIME?
```

This command adjusts the rising edge time of the burst.

Range: minimum and maximum values depend upon modulation type and symbol rate

\*RST value: 12.700 bits

## Burst Shape Files, Creating

```
:MEMory:DATA:SHAPE "<file name>",num_rise_points,rp0,  
rp1,...num_fall_points,fp0,fp1,...
```

This command creates a new burst shape file with the following components:

"<file name>"	Identifies the name of the burst shape file.
num_rise_points	Specifies how many rise points will follow. The range allowed is 2 through 256.
rp0,rp1,...	Defines each successive rise point. Set each point from 0.0 through 1.0, where 0 is no power and 1 is full power.
num_fall_points	Specifies how many fall points will follow. The range allowed is 2 through 256.
fp0,fp1,...	Defines each successive fall point. Set each point from 0.0 through 1.0, where 0 is no power and 1 is full power.

```
:MEMory:DATA:SHAPE? "<file name>"
```

This command outputs the contents of the specified burst shape file.

```
:MEMory:CATalog:SHAPE?
```

This command outputs a catalog of the burst shape files stored in memory.

```
:MEMory:DELeTe:SHAPE
```

This command deletes all burst shape files stored in memory.

## Burst Shape Type

```
[ :SOURce]:RADio:EDGE:BURSt:SHAPE[:TYPE] SINE| "<file name>"  
[ :SOURce]:RADio:EDGE:BURSt:SHAPE[:TYPE]?
```

This command lets you specify the burst shape as either `SINE` or a user-defined file ("`<file name>`"). User files must first be downloaded into signal generator memory before they can be selected.

\*RST value: sine

## Burst State

```
[ :SOURce]:RADio:EDGE:BURSt[:STATe] ON|OFF|1|0  
[:SOURce]:RADio:EDGE:BURSt[:STATe]?
```

This command enables and disables the EDGE burst function. The choices are ON (1) or OFF (0). When you enable bursting for the frame envelope, you will be transmitting framed data. This means that you will be bursting the timeslots that you have activated and there will be no RF carrier during the off timeslots.

\*RST value: off

## Channel Band Selection

```
[ :SOURce]:RADio:EDGE:FCHannel:BAND BPGSm|MPGSm|BEGSm|MEGSm|BRGSm|MRGSm|  
BDCS|MDCS|BPCS|MPCS
```

```
[ :SOURce]:RADio:EDGE:FCHannel:BAND?
```

This command selects the channel band. The following are the choices:

BPGSm	P-GSM Base
MPGSm	P-GSM Mobile
BEGm	E-GSM Base
MEGSm	E-GSM Mobile
BRGSm	R-GSM Base
MRGSm	R-GSM Mobile
BDCS	DCS Base
MDCS	DCS Mobile
BPCS	PCS Base
MPCS	PCS Mobile

The output frequency depends on both the channel band and channel number selections.

\*RST value: BPGSm

## Channel Number Selection

```
[ :SOURce]:RADio:EDGE:FCHannel:NUMBer <1 - 124>  
[:SOURce]:RADio:EDGE:FCHannel:NUMBer?
```

This command selects the EDGE frequency channel. The output frequency depends on both the channel band and channel number selections.

Range: 1 through 124

\*RST value: 1

## Data Clock Input to Baseband Generator

```
[ :SOURce ] :RADio :EDGE :BBCLock INT [ 1 ] | EXT [ 1 ]  
[ :SOURce ] :RADio :EDGE :BBCLock ?
```

This command allows you to select the data (bit) clock input to the baseband generator board to either `INT` (internal) or `EXT` (external). This command is independent in each mode and works for both non-burst (continuous) and burst modes. This allows for a matrix of selections between burst/non-burst, internal/external data generation, internal/external data clock, and external bit/symbol data clock.

\*RST value: internal

## Data Selection for Custom Timeslot

```
[ :SOURce ] :RADio :EDGE :SLOT0 [ [ 1 ] | 2 | 3 | 4 | 5 | 6 | 7 :CUSTom PN9 | PN15 | FIX4 |  
" <file name> " | EXT | P4 | P8 | P16 | P32 | P64
```

```
[ :SOURce ] :RADio :EDGE :SLOT0 [ [ 1 ] | 2 | 3 | 4 | 5 | 6 | 7 :CUSTom ?
```

This command allows you to configure the data field for the selected custom timeslot. The choices are timeslots 0 through 7 and `PN9` (pseudorandom bit pattern), `PN15` (pseudorandom bit pattern), `FIX4` (4-bit repeating sequence data pattern), "`<file name>`" (a file in the catalog of binary files), `EXT` (external input data pattern), `P4` (four 1's and four 0's), `P8` (eight 1's and eight 0's), `P16` (sixteen 1's and sixteen 0's), `P32` (thirty-two 1's and thirty-two 0's), or `P64` (sixty-four 1's and sixty-four 0's).

\*RST value: PN9

## Data Selection for Unframed Transmission

```
[ :SOURce ] :RADio :EDGE :DATA PN9 | PN15 | FIX4 | " <file name> " | EXT | P4 | P8 | P16 | P32 | P64  
[ :SOURce ] :RADio :EDGE :DATA ?
```

This command sets a data pattern for unframed transmission. The choices are `PN9` (pseudorandom bit pattern), `PN15` (pseudorandom bit pattern), `FIX4` (4-bit repeating sequence data pattern), "`<file name>`" (a file in the catalog of binary files), `EXT` (external input data pattern), `P4` (four 1's and four 0's), `P8` (eight 1's and eight 0's), `P16` (sixteen 1's and sixteen 0's), `P32` (thirty-two 1's and thirty-two 0's), or `P64` (sixty-four 1's and sixty-four 0's).

---

**NOTE** Pattern Repeat and Pattern Trigger functions are *not* available if you use either a PN data sequence, or an external data source.

---

\*RST value: PN9

## Default State, EDGE

```
[ :SOURce ] :RADio :EDGE :DEFault
```

This command returns all of the EDGE parameters to their default conditions. It does not affect any other instrument state parameters.

## Differential Encoding

```
:MEMory:DATA:FSK "<file name>",num_states,f0,f1,...  
[,diff_state,num_diff_states,diff0,diff1,...]
```

```
:MEMory:DATA:IQ "<file name>",offsetQ,num_states,i0,q0,i1,q1,...  
[,diff_state,num_diff_states,diff0,diff1,...]
```

The user-defined FSK modulation and user-defined I/Q modulation SCPI commands contain the differential encoding information. Before designing a differential encoding scheme, you must first define the FSK or I/Q modulation to be encoded. The actual differential encoding-related input appears bolded in the command listing above.

This command line enables you to define the differential encoding criteria.

```
diff_state    Toggle for differential encoding. (ON | OFF | 1 | 0)

num_diff_    The number of differential states (0 through 256)
states

diff0        Value of first differential state (an integer value from -128 through +127)

diff1        Value of second differential state (an integer value from -128 through
+127)
```

## EDGE State

```
[ :SOURce]:RADio:EDGE[:STATe] ON|OFF|1|0  
[:SOURce]:RADio:EDGE[:STATe]?
```

This command enables and disables the EDGE communications standard. The choices are ON (1) or OFF (0). Executing this command with ON sets up the internal hardware to generate a signal that follows the EDGE protocol. The internal I/Q modulator generates  $3\pi/8$ PSK digital modulation and the EDGE and I/Q annunciators are activated on the display. Although the digital modulation is enabled with this command, the RF carrier is modulated by the enabled modulation only when you have also activated the modulation.

\*RST value: off

## Encryption Data Field for Normal Timeslot

```
[ :SOURce]:RADio:EDGE:SLOT0|[1]|2|3|4|5|6|7:NORMal:ENCRyption PN9|PN15|FIX4|  
"<file name>"|EXT|P4|P8|P16|P32|P64
```

```
[ :SOURce]:RADio:EDGE:SLOT0|[1]|2|3|4|5|6|7:NORMal:ENCRyption?
```

This command allows you to configure the normal encryption data field for the selected timeslot. The choices are timeslots 0 through 7 and PN9 (pseudorandom bit pattern), PN15 (pseudorandom bit pattern), FIX4 (4-bit repeating sequence data pattern), "<file name>" (a file in the catalog of binary files), or EXT (external input data pattern via the DATA INPUT connector), P4 (four 1's and four 0's), P8 (eight 1's and eight 0's), P16 (sixteen 1's and sixteen 0's), P32 (thirty-two 1's and thirty-two 0's), or P64 (sixty-four 1's and sixty-four 0's).

\*RST value: PN9

## EVENT 1 Connector Output

```
[ :SOURce ]:RADio:EDGE:SOUT FRAME | SLOT | ALL  
[ :SOURce ]:RADio:EDGE:SOUT?
```

This command sets the type of output at the EVENT 1 connector. The choices are `FRAME` (to output a 1-bit signal to the EVENT 1 rear panel connector that is synchronized to the bit selected by the synchronization output offset of a framed data pattern), `SLOT` (to output a 1-bit signal to the EVENT 1 rear panel connector that is synchronized to the bit selected by the synchronization output offset of a selected timeslot), or `ALL` (to output a 1-bit signal to the EVENT 1 rear panel connector that is synchronized to the bit selected by the synchronization output offset of each timeslot in a frame).

\*RST value: frame

## External 13 MHz

```
[ :SOURce ]:RADio:EDGE:EREFerence ON | OFF | 1 | 0  
[ :SOURce ]:RADio:EDGE:EREFerence?
```

This command sets an external 13 MHz reference for the internal reference clock for the data generator. The choices are `ON` (1) or `OFF` (0). Supply the 13 MHz signal to the rear panel 13 MHz IN connector. This signal is for the bit clock only. The RF signal still requires the internal or external 10 MHz reference.

\*RST value: off

## External Data Clock

```
[ :SOURce ]:RADio:EDGE:EDClock NORMal | SYMBol  
[ :SOURce ]:RADio:EDGE:EDClock?
```

This command lets you select between `NORMal` or `SYMBol` for the external data clock. When you specify normal, you must supply a signal (either a clock or a pulse) to the DATA CLOCK INPUT connector to clock the DATA and SYMBOL SYNC signals. (Otherwise, an unlock will occur.) When you select symbol, no signal is required at the DATA CLOCK INPUT connector. Instead, the data is clocked on both the rising and falling edges of the SYMBOL SYNC signal.

\*RST value: normal

## External Trigger Delay

```
[ :SOURce ]:RADio:EDGE:TRIGger [ :SOURce ]:EXTernal:DElay <value>  
[ :SOURce ]:RADio:EDGE:TRIGger [ :SOURce ]:EXTernal:DElay?
```

This command selects the number of delay bits for the external trigger delay.

Range: 0 to 65535

\*RST value: 0

## External Trigger Delay State

```
[ :SOURce]:RADio:EDGE:TRIGger[:SOURce]:EXTErnal:DELAy:STATE ON|OFF|1|0  
[:SOURce]:RADio:EDGE:TRIGger[:SOURce]:EXTErnal:DELAy:STATE?
```

This command determines operating state of the external trigger delay. The choices are ON (1) or OFF (0).

\*RST value: off

## Filter Alpha, Nyquist, or Root Nyquist

```
[ :SOURce]:RADio:EDGE:ALPHA <value>  
[:SOURce]:RADio:EDGE:ALPHA?
```

This command changes the Nyquist or root Nyquist filter's alpha value. This command is effective only *after* choosing a root Nyquist or Nyquist filter. It does not have an effect on other types of filters.

Range: 0.000 through 1.000

\*RST value: 0.500

## Filter BbT, Gaussian

```
[ :SOURce]:RADio:EDGE:BBT <value>  
[:SOURce]:RADio:EDGE:BBT?
```

This command changes the bandwidth-multiplied-by-bit-time (BbT) filter parameter. This command is effective only *after* choosing a Gaussian filter. It does not have an effect on other types of filters.

Range: 0.100 through 1.000

\*RST value: 0.500

## Filter Optimization

```
[ :SOURce]:RADio:CUSTom:CHANnel EVM|ACP  
[:SOURce]:RADio:CUSTom:CHANnel?
```

This command is used to optimize the filter for minimized error vector magnitude (select EVM) or for minimized adjacent channel power (select ACP). The EVM selection provides the most ideal passband. The ACP selection improves stopband rejection. This feature only applies to root Nyquist and Nyquist filters. The softkey is grayed out when any other filter is selected.

\*RST value: ACP

## Filter Selection

```
[ :SOURCE ] : RADio : EDGE : FILter RNYQuist | NYQuist | GAUSSian | RECTangle | IS95 |  
IS95_EQ | IS95_MOD | IS95_MOD_EQ | EDGE | "<file name>"
```

```
[ :SOURCE ] : RADio : EDGE : FILter ?
```

This command selects the pre-modulation filter type. The choices are:

RNYQuist	Root Nyquist
NYQuist	Nyquist
GAUSSian	Gaussian
RECTangle	Rectangle
IS95	IS95
IS95_EQ	IS95 filter with an equalizer for phase compensation required by the base station
IS95_MOD	IS95 filter modified for improved adjacent channel performance
IS95_MOD_EQ	IS95 filter modified for improved adjacent channel performance and including an equalizer for phase compensation required by the base station
EDGE	Linearized Gaussian
"<file name>"	Any filter file that you have either created externally and downloaded into memory, or that you have created internally in the Define User FIR menu and then subsequently stored

\*RST value: EDGE

## FIX4 Sequence for Custom Timeslot

```
[ :SOURCE ] : RADio : EDGE : SLOT0 | [ 1 ] | 2 | 3 | 4 | 5 | 6 | 7 : CUSTom : FIX4 <value>  
[ :SOURCE ] : RADio : EDGE : SLOT0 | [ 1 ] | 2 | 3 | 4 | 5 | 6 | 7 : CUSTom : FIX4 ?
```

This command allows you to select a binary, 4-bit repeating sequence, data pattern to be used in the custom data field of the selected timeslot. `FIX4` must already be defined at the data type.

Range: 0000 to 1111

\*RST value: 0000

## FIX4 Sequence for Normal Timeslot

```
[ :SOURCE]:RADIO:EDGE:SLOT0|[1]|2|3|4|5|6|7:NORMAL:ENCRYPTION:FIX4 <value>  
[ :SOURCE]:RADIO:EDGE:SLOT0|[1]|2|3|4|5|6|7:NORMAL:ENCRYPTION:FIX4?
```

This command allows you to select a binary, 4-bit repeating sequence, data pattern to be used in the normal encryption data field of the selected timeslot. `FIX4` must already be defined at the data type.

Range: 0000 to 1111

\*RST value: 0000

## FIX4 Selection for Unframed Transmission

```
[ :SOURCE]:RADIO:EDGE:DATA:FIX4 <value>  
[ :SOURCE]:RADIO:EDGE:DATA:FIX4?
```

This command allows you to select a binary, 4-bit repeating sequence, data pattern for unframed data.

Range: 0000 to 1111

\*RST value: 0000

## Frame/Pattern Repeat

```
[ :SOURCE]:RADIO:EDGE:REPEAT SINGLE|CONTINUOUS  
[ :SOURCE]:RADIO:EDGE:REPEAT?
```

This command sets the output of the data pattern you have selected. The choices are `SINGLE` or `CONTINUOUS`. Use `SINGLE` when you want to output one occurrence of the data pattern you have selected each time the pattern/frame trigger is received. Set to `CONTINUOUS` to output a continuous stream of your data pattern.

\*RST value: continuous

## Frequency Channels State

```
[ :SOURCE]:RADIO:EDGE:FCHANNEL[:STATE] ON|OFF|1|0  
[ :SOURCE]:RADIO:EDGE:FCHANNEL[:STATE]?
```

This command selects the frequency channel mode. The output frequency depends on both the channel band and channel number selections.

\*RST value: off



## Guard Time (G) Field

```
[ :SOURce]:RADio:EDGE:SLOT0|[1]|2|3|4|5|6|7:CUSTom:GUARd <24 or 27  
bit_pattern>
```

```
[ :SOURce]:RADio:EDGE:SLOT0|[1]|2|3|4|5|6|7:CUSTom:GUARd?
```

```
[ :SOURce]:RADio:EDGE:SLOT0|[1]|2|3|4|5|6|7:NORMAl:GUARd <24 or 27  
bit_pattern>
```

```
[ :SOURce]:RADio:EDGE:SLOT0|[1]|2|3|4|5|6|7:NORMAl:GUARd?
```

This command allows you to define the hexadecimal value for the guard time field in each timeslot. The guard time field in timeslots 1 and 4 is 27 bits long. The remaining timeslots contain 24 bit guard time fields.

The guard time field is always modulated (but not bursted), even when the timeslot is off. If the guard time bits of the current timeslot don't match the tail bits of the next timeslot, the burst shape will not be smooth (even if the current timeslot is turned off). Use hexadecimal for the value in the SCPI command (precede the value with #H); the signal generator will convert it to binary.

Range: 0 through 3FFFFFF for timeslots 0 and 4, 0 through FFFFFFF for timeslots 1, 2, 3, 5, 6, 7

\*RST value: 0

## I/Q Scaling

```
[ :SOURce]:RADio:EDGE:IQ:SCALe <value>
```

```
[ :SOURce]:RADio:EDGE:IQ:SCALe?
```

This command adjusts the amplitude of the I/Q outputs (for better ACP). This adjustment is not available if you are using MSK or FSK modulation.

Range: 1% through 9999%

\*RST value: 100%

## Modulation Configuration

### Modulation Type

```
[ :SOURce]:RADio:EDGE:MODulation[:TYPE] BPSK|QPSK|IS95QPSK|GRAYQPSK|OQPSK|  
IS95OQPSK|P4DQPSK|PSK8|PSK16|D8PSK|MSK|FSK2|FSK4|FSK8|FSK16|C4FM|QAM4|QAM16|  
QAM32|QAM64|QAM256|EDGE|UIQ|UFSK  
[:SOURce]:RADio:EDGE:MODulation[:TYPE]?
```

This command sets the custom modulation to one of the following types:

BPSK	Binary phase shift keying
QPSK	Quadrature phase shift keying
IS95QPSK	IS95 quadrature phase shift keying
GRAYQPSK	Gray coded quadrature phase shift keying
OQPSK	Offset quadrature phase shift keying
IS95OQPSK	IS95 offset quadrature phase shift keying
P4DQPSK	$\pi/4$ differential quadrature phase shift keying
PSK8	8-state phase shift keying
PSK16	16-state phase shift keying
D8PSK	Differential 8-state phase shift keying
MSK	Minimum shift keying
FSK2	2-level frequency shift keying
FSK4	4-level frequency shift keying
FSK8	8-level frequency shift keying
FSK16	16-level frequency shift keying
C4FM	APCO 25-compliant, 4-level frequency shift keying
QAM4	4-state quadrature amplitude modulation
QAM8	8-state quadrature amplitude modulation
QAM16	16-state quadrature amplitude modulation
QAM32	32-state quadrature amplitude modulation
QAM64	64-state quadrature amplitude modulation
QAM256	256-state quadrature amplitude modulation
EDGE	$3\pi/8$ rotating 8-state phase shift keying
UIQ	User-defined I/Q modulation
UFSK	User-defined custom frequency shift keying

\*RST value: EDGE

## Selecting a Custom FSK or I/Q Modulation File

UFSK "<file name>" defines the prestored FSK file that you want to use:  
[:SOURCE]:RADio:EDGE:MODulation:UFSK "<file name>"  
[:SOURCE]:RADio:EDGE:MODulation:UFSK?

This information is held in memory until you send the command that selects user FSK as the modulation type:

```
[:SOURCE]:RADio:EDGE:MODulation:TYPE UFSK
```

UIQ "<file name>" defines the prestored I/Q file that you want to use:

```
[:SOURCE]:RADio:EDGE:MODulation:UIQ "<file name>"  
[:SOURCE]:RADio:EDGE:MODulation:UIQ?
```

This information is held in memory until you send the command that selects user I/Q as the modulation type:

```
[:SOURCE]:RADio:EDGE:MODulation:TYPE UIQ
```

## Creating a Custom FSK Modulation

```
:MEMory:DATA:FSK "<file name>",<num_states>,<f0>,<f1>,...  
[,<diff_state>,<num_diff_states>,<diff0>,<diff1>,...]
```

This command enables you to define and store a custom FSK file.

"<file name>" The name under which to store the defined FSK information

num\_states Number of frequency states (2 through 16)

f0 Value of the first frequency

f1 Value of the second frequency

diff\_state Toggle for differential encoding. (ON | OFF | 1 | 0)

num\_diff\_states The number of differential states (0 through 256)

diff0 Value of first differential state (an integer value from -128 through +127)

diff1 Value of second differential state (an integer value from -128 through +127)

### Example

The following example creates and stores a four-level FSK file named 4FSK that has four states (frequencies) of -2 kHz, -1 kHz, 2 kHz, 1 kHz. Differential encoding is toggled ON, and there are two differential states: 1 and 0.

```
:MEM:DATA:FSK "4FSK",4,-2 kHz,-1 kHz,2 kHz,1 kHz,ON,2,1,0
```

## Creating a Custom I/Q Modulation

```
:MEMory:DATA:IQ "<file name>",offsetQ,num_states,i0,q0,i1,q1,...  
[ ,diff_state,num_diff_states,diff0,diff1,...]
```

This command enables you to define and store a custom I/Q file.

"<file name>"	The name under which to store the defined I/Q information
offsetQ	Whether the Q output is delayed by 1/2 symbol from the I output (OFF   ON   0   1)
num_states	Number of symbols (2 through 256)
i0	I value of first symbol (-1 through +1)
q0	Q value of first symbol (-1 through +1)
diff_state	Toggle for differential encoding. (ON   OFF   1   0)
num_diff_states	The number of differential states (0 through 256)
diff0	Value of first differential state (an integer value from -128 through +127)
diff1	Value of second differential state (an integer value from -128 through +127)

### Example

The following example creates and stores a two-symbol I/Q file named testBPSK that has offset Q turned on.

```
:MEM:DATA:IQ "testBPSK",1,2,1,0,0,0
```

## FSK Frequency Deviation

```
[ :SOURce]:RADio:EDGE:MODulation:FSK[:DEVIation] <val><unit>  
[:SOURce]:RADio:EDGE:MODulation:FSK[:DEVIation]?
```

This command selects symmetric FSK frequency deviation; to define an asymmetric or different convention than the default, see [“Creating a Custom FSK Modulation”](#) on page 5-13.

Range: 0 Hz is the minimum value; the maximum value depends upon the symbol rate

\*RST value: 400.0 Hz

## MSK Phase Deviation

```
[ :SOURce]:RADio:EDGE:MODulation:MSK[:PHASe] <val><unit>  
[:SOURce]:RADio:EDGE:MODulation:MSK[:PHASe]?
```

This command selects MSK phase deviation.

Range: 0 to 100 degrees

\*RST value: 90.00 degrees

## Phase Polarity

```
[ :SOURCE ] : RADio : EDGE : POLarity [ : ALL ] NORMAL | INVerted  
[ : SOURCE ] : RADio : EDGE : POLarity [ : ALL ] ?
```

This command sets the direction of rotation of the phase modulation vector. The choices are `NORMAL` or `INVerted`. Choose `INVerted` and in the resulting modulation, the in-phase component will lag the quadrature-phase component by 90°. The inverted selection also applies to the `I OUT` and `Q OUT` signals.

\*RST value: normal

## Secondary Frame, Recalling

```
[ : SOURCE ] : RADio : EDGE : SECondary : RECall
```

This command recalls the secondary frame instrument state, destroying the current instrument state.

## Secondary Frame, Saving

```
[ : SOURCE ] : RADio : EDGE : SECondary : SAVE
```

This command saves the current instrument state, which in turn is used to generate the secondary frame pattern when the secondary frame mode is activated. This secondary frame state file is saved with the name `EDGE_SECONDARY_FRAME`.

## Secondary Frame Trigger

```
[ : SOURCE ] : RADio : EDGE : SECondary : TRIGger [ : SOURCE ] KEY | EXT | BUS  
[ : SOURCE ] : RADio : EDGE : SECondary : TRIGger [ : SOURCE ] ?
```

This command selects the type of triggering for the secondary frame. The choices are `KEY` (trigger using the front panel **Trigger** key), `EXT` (trigger using an external trigger supplied to the `TRIGGER IN` connector), or `BUS` (trigger with a command sent over HP-IB).

\*RST value: key

## Secondary Frame State

```
[ : SOURCE ] : RADio : EDGE : SECondary [ : STATE ] ON | OFF | 1 | 0  
[ : SOURCE ] : RADio : EDGE : SECondary [ : STATE ] ?
```

This command enables and disables the secondary frame function. The choices are `ON (1)` or `OFF (0)`.

\*RST value: off

## Stealing Flag

```
[ :SOURce]:RADio:EDGE:SLOT0|[1]|2|3|4|5|6|7:NORMal:STeal <3 bit_pattern>  
[ :SOURce]:RADio:EDGE:SLOT0|[1]|2|3|4|5|6|7:NORMal:STeal?
```

This command allows you to edit the stealing flags for the selected timeslot. The 3-bit pattern defines the value for both stealing flag fields.

Range: 0 to 7

\*RST value: 0

## Symbol Rate

```
[ :SOURce]:RADio:EDGE:SRATe <value>  
[ :SOURce]:RADio:EDGE:SRATe?
```

This command sets the number of transmission symbols per second.

Range: 47.684 sps through 12.5 Msps but will vary depending on the modulation type

\*RST value: 270.833333 ksp

## Synchronization Output Offset

```
[ :SOURce]:RADio:EDGE:SOUT:OFFSet <value>  
[ :SOURce]:RADio:EDGE:SOUT:OFFSet?
```

This command moves the synchronization signal forward or back from the beginning of the data frame or timeslot.

Range: -155 through +155 bits

\*RST value: 0 bits

## Synchronization Timeslot

```
[ :SOURce]:RADio:EDGE:SOUT:SLOT <value>  
[ :SOURce]:RADio:EDGE:SOUT:SLOT?
```

This command selects the timeslot to output a 1-bit signal to the EVENT 1 connector. This is only used when SLOT is selected for :RADio:EDGE:SOUT:

Range: 0 through 7

\*RST value: 0

## Tail (T1, T2) Fields

```
[ :SOURce]:RADio:EDGE:SLOT0|[1]|2|3|4|5|6|7:NORMal:T1 <9 bit_pattern>  
[ :SOURce]:RADio:EDGE:SLOT0|[1]|2|3|4|5|6|7:NORMal:T1?
```

```
[ :SOURce]:RADio:EDGE:SLOT0|[1]|2|3|4|5|6|7:NORMal:T2 <9 bit_pattern>  
[ :SOURce]:RADio:EDGE:SLOT0|[1]|2|3|4|5|6|7:NORMal:T2?
```

This command allows you to define the binary value for both of the 9-bit tail fields in each normal timeslot. Use hexadecimal for the value in the SCPI command (precede the value with #H); the signal generator will convert it to binary.

Range: 0 through 1FF

\*RST value: 000

## Timeslot Amplitude (Option UNA Only)

```
[ :SOURce]:RADio:EDGE:SLOT0|[1]|2|3|4|5|6|7:POWer MAIN|DELTA  
[ :SOURce]:RADio:EDGE:SLOT0|[1]|2|3|4|5|6|7:POWer?
```

This command allows you to toggle the selected timeslot RF output power as main or alternate (delta). This feature is only available with alternate power control, Option UNA.

\*RST value: main

## Timeslot State

```
[ :SOURce]:RADio:EDGE:SLOT0|[1]|2|3|4|5|6|7:STATE ON|OFF|1|0  
[ :SOURce]:RADio:EDGE:SLOT0|[1]|2|3|4|5|6|7:STATE?
```

This command sets the operating state of the selected timeslot. The choices are timeslots 0 through 7 and ON (1) or OFF (0). The burst is off for off timeslots.

\*RST value: timeslot 0 on, timeslots 1-7 off

## Timeslot Type

```
[ :SOURce]:RADio:EDGE:SLOT0|[1]|2|3|4|5|6|7[:TYPE] CUSTom|NORMal|NORMAL_ALL  
[ :SOURce]:RADio:EDGE:SLOT0|[1]|2|3|4|5|6|7[:TYPE]?
```

This command allows you to set the timeslot type for the selected timeslot. The choices are timeslots 0 through 7 and CUSTom, NORMal, or NORMAL\_ALL (all timeslots set to normal).

\*RST value: all timeslots normal

## Training Sequence (TS) Field for Normal Timeslot

```
[ :SOURCE]:RADio:EDGE:SLOT0|[1]|2|3|4|5|6|7:NORMal:TSEquence TSC0|TSC1|  
TSC2|TSC3|TSC4|TSC5|TSC6|TSC7|<78 bit_pattern>
```

```
[ :SOURCE]:RADio:EDGE:SLOT0|[1]|2|3|4|5|6|7:NORMal:TSEquence?
```

This command allows you to set the 78-bit training sequence code to one of 8 values or to create a custom value. The hexadecimal values for the 8 training sequence codes are listed below:

TSC0	09E4F3FF249E49E4F3FF
TSC1	09E7F3FF3FFE49E7F3FF
TSC2	0F249FF9FF9E4F249FF9
TSC3	0F24FFF9FCF24F24FFF9
TSC4	093FE7FE4F2493F9E7F
TSC5	0F27FE79FC924F27FE79
TSC6	39EFFFFFF3F9279E4FFFF
TSC7	3FE7FFC93C9E7FE7FFC9

The default training sequence code reflects the EDGE protocol. Use hexadecimal for the 78-bit value in the SCPI command (precede the value with #H); the signal generator will convert it to binary.

Range: 0 to 3FFFFFFFFFFFFFFFFFFFF

\*RST value: TSC0

## Trigger Mode

```
[ :SOURCE]:RADio:EDGE:TRIGger[:SOURCE] KEY|EXT|BUS  
[:SOURCE]:RADio:EDGE:TRIGger[:SOURCE]?
```

This command sets the mode for triggering your data. The choices are **KEY** (trigger using the front panel **Trigger** key), **EXT** (trigger using an external trigger supplied to the TRIGGER IN connector), or **BUS** (trigger with a command sent over HP-IB).

\*RST value: key



## User FIR Definition

```
:MEMory:DATA:FIR "<file name>",osr,coefficient{,coefficient}
```

```
:MEMory:DATA:FIR? "<file name>"
```

This command is used to define custom FIR filters. The instrument hardware is limited to filters with a maximum length of 32 symbols, an oversample ratio between 4 and 16, and 256 coefficients. If your filter has more than 32 symbols or 256 coefficients, the instrument will be unable to use the filter. If the oversample ratio is different from the internal optimally selected one, the filter will be resampled to the optimal possible oversample ratio.



## **6 Programming Command Cross-Reference**

This section lists EDGE hardkeys and softkeys and their corresponding SCPI commands. For a complete list of the signal generator's hardkeys and softkeys and their corresponding SCPI commands, refer to the programming guide.

**Table 6-1 Mode - EDGE Softkeys**

Key	SCPI Command
$\pi/4$ DPSK	[ :SOURce]:RADio:EDGE:MODulation[:TYPE] P4DQPSK
2-Lvl FSK	[ :SOURce]:RADio:EDGE:MODulation[:TYPE] FSK2
4 1's & 4 0's	[ :SOURce]:RADio:EDGE:DATA P4 [ :SOURce]:RADio:EDGE:SLOT0   [1]   2   3   4   5   6   7:CUSTOm P4 [ :SOURce]:RADio:EDGE:SLOT0   [1]   2   3   4   5   6   7:NORMAl : ENCRyption P4
4-Lvl FSK	[ :SOURce]:RADio:EDGE:MODulation[:TYPE] FSK4
4QAM	[ :SOURce]:RADio:EDGE:MODulation[:TYPE] QAM4
8 1's & 8 0's	[ :SOURce]:RADio:EDGE:DATA P8 [ :SOURce]:RADio:EDGE:SLOT0   [1]   2   3   4   5   6   7:CUSTOm P8 [ :SOURce]:RADio:EDGE:SLOT0   [1]   2   3   4   5   6   7:NORMAl : ENCRyption P8
8-Lvl FSK	[ :SOURce]:RADio:EDGE:MODulation[:TYPE] FSK8
8PSK	[ :SOURce]:RADio:EDGE:MODulation[:TYPE] PSK8
16 1's & 16 0's	[ :SOURce]:RADio:EDGE:DATA P16 [ :SOURce]:RADio:EDGE:SLOT0   [1]   2   3   4   5   6   7:CUSTOm P16 [ :SOURce]:RADio:EDGE:SLOT0   [1]   2   3   4   5   6   7:NORMAl :ENCRyption P16
16-Lvl FSK	[ :SOURce]:RADio:EDGE:MODulation[:TYPE] FSK16
16PSK	[ :SOURce]:RADio:EDGE:MODulation[:TYPE] PSK16
16QAM	[ :SOURce]:RADio:EDGE:MODulation[:TYPE] QAM16
32 1's & 32 0's	[ :SOURce]:RADio:EDGE:DATA P32 [ :SOURce]:RADio:EDGE:SLOT0   [1]   2   3   4   5   6   7:CUSTOm P32 [ :SOURce]:RADio:EDGE:SLOT0   [1]   2   3   4   5   6   7:NORMAl :ENCRyption P32
32QAM	[ :SOURce]:RADio:EDGE:MODulation[:TYPE] QAM32
64 1's & 64 0's	[ :SOURce]:RADio:EDGE:DATA P64 [ :SOURce]:RADio:EDGE:SLOT0   [1]   2   3   4   5   6   7:CUSTOm P64 [ :SOURce]:RADio:EDGE:SLOT0   [1]   2   3   4   5   6   7:NORMAl :ENCRyption P64
64QAM	[ :SOURce]:RADio:EDGE:MODulation[:TYPE] QAM64
256QAM	[ :SOURce]:RADio:EDGE:MODulation[:TYPE] QAM256
All Timeslots	[ :SOURce]:RADio:EDGE:SOUT ALL
BBG Data Clock Ext Int	[ :SOURce]:RADio:EDGE:BBCLock INT[1]   EXTernal[1] [ :SOURce]:RADio:EDGE:BBCLock?
Begin Frame	[ :SOURce]:RADio:EDGE:SOUT FRAME

Key	SCPI Command
<b>Begin Pattern</b>	[ :SOURce]:RADio:EDGE:SOUT FRAME
<b>Begin Timeslot</b>	[ :SOURce]:RADio:EDGE:SOUT SLOT [ :SOURce]:RADio:EDGE:SOUT:SLOT <value> [ :SOURce]:RADio:EDGE:SOUT:SLOT?
<b>BPSK</b>	[ :SOURce]:RADio:EDGE:MODulation[:TYPE] BPSK
<b>Burst Shape Type</b>	[ :SOURce]:RADio:EDGE:BURSt:SHAPE[:TYPE] SINE  "<file name>" [ :SOURce]:RADio:EDGE:BURSt:SHAPE[:TYPE]?
<b>Bus</b>	[ :SOURce]:RADio:EDGE:TRIGger[:SOURce] BUS [ :SOURce]:RADio:EDGE:SECondary:TRIGger[:SOURce] BUS
<b>C4FM</b>	[ :SOURce]:RADio:EDGE:MODulation[:TYPE] C4FM
<b>Channel Band</b>	[ :SOURce]:RADio:EDGE:FCHannel:BAND BPGSM MPGSM BEGSM MEGSM  BRGSM MRGSM BDCS MDCS BPCS MPCS [ :SOURce]:RADio:EDGE:FCHannel:BAND?
<b>Channel Number</b>	[ :SOURce]:RADio:EDGE:FCHannel:NUMBer <number> [ :SOURce]:RADio:EDGE:FCHannel:NUMBer?
<b>Configure Differential Encoding</b>	:MEMory:DATA:FSK "<file name>", num_states, f0, f0, ... [, diff_state, num_diff_states, diff0, diff1, ...] :MEMory:DATA:UIQ "<file name>", offsetQ, num_states, i0, q0, i1, q1, ...[, diff_state, num_diff_states, diff0, diff1, ...]
<b>Custom TS</b>	[ :SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:NORMal: TSEquence <78 bit_pattern>
<b>D8PSK</b>	[ :SOURce]:RADio:EDGE:MODulation[:TYPE] D8PSK
<b>Data</b>	[ :SOURce]:RADio:EDGE:DATA PN9 PN15 FIX4  "<file name>"  EXT  P4 P8 P16 P32 P64 [ :SOURce]:RADio:EDGE:DATA?
	[ :SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:CUSTom PN9 PN15  FIX4  "<file name>"  EXT P4 P8 P16 P32 P64 [ :SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:CUSTom?
<b>Data Format Pattern Framed</b>	[ :SOURce]:RADio:EDGE:BURSt[:STATe] ON OFF 1 0 [ :SOURce]:RADio:EDGE:BURSt[:STATe]?
<b>DCS Base</b>	[ :SOURce]:RADio:EDGE:FCHannel:BAND BDCS
<b>DCS Mobile</b>	[ :SOURce]:RADio:EDGE:FCHannel:BAND MDCS
<b>Define User FIR</b>	:MEMory:DATA:FIR "<file name>", osr, coefficient {, coefficient} :MEMory:DATA:FIR?

Key	SCPI Command
<b>Define User FSK</b>	:MEMory:DATA:FSK "<file name>",num_states,f),f)... [,diff_state,num_diff_states,diff),diff1,...]  :MEMory:DATA:FSK?
<b>Define User I/Q</b>	:MEMory:DATA:IQ "<file name>",offsetQ,num_states,i0,q0, i1,q1,...[,diff_state,num_diff_states,diff0,diff1,...]  :MEMory:DATA:IQ?
<b>Differential Encoding Off On</b>	:MEMory:DATA:FSK "<file name>",num_states,f0,f0,... [,diff_state,num_diff_states,diff0,diff1,...]  :MEMory:DATA:UIQ "<file name>",offsetQ,num_states,i0,q0, i1,q1,...[,diff_state,num_diff_states,diff0,diff1,...]
<b>E</b>	[ :SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:NORMAL: ENCRyption PN9 PN15 FIX4 "<file name>" EXTernal P4 P8 P16  P32 P64 [ :SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:NORMAL: ENCRyption?
<b>EDGE</b>	[ :SOURce]:RADio:EDGE:FILTer EDGE [ :SOURce]:RADio:EDGE:MODulation[:TYPE]
<b>EDGE Off On</b>	[ :SOURce]:RADio:EDGE[:STATE] ON OFF 1 0 [ :SOURce]:RADio:EDGE[:STATE]?
<b>E-GSM Base</b>	[ :SOURce]:RADio:EDGE:FCHannel:BAND BEGSm
<b>E-GSM Mobile</b>	[ :SOURce]:RADio:EDGE:FCHannel:BAND MEGSm
<b>Ext</b>	[ :SOURce]:RADio:EDGE:DATA EXT [ :SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:CUSTOm EXT [ :SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:NORMAL: ENCRyption EXT [ :SOURce]:RADio:EDGE:TRIGger[:SOURce] EXT [ :SOURce]:RADio:EDGE:SECondary:TRIGger[:SOURce] EXT
<b>Ext Data Clock Normal Symbol</b>	[ :SOURce]:RADio:EDGE:EDCLock SYMBol NORMAl [ :SOURce]:RADio:EDGE:EDCLock?
<b>Ext Delay Bits</b>	[ :SOURce]:RADio:EDGE:TRIGger[:SOURce]:EXTernal:DELay <value> [ :SOURce]:RADio:EDGE:TRIGger[:SOURce]:EXTernal:DELay?
<b>Ext Delay Off On</b>	[ :SOURce]:RADio:EDGE:TRIGger[:SOURce]:EXTernal:DELay: STATE ON OFF 1 0 [ :SOURce]:RADio:EDGE:TRIGger[:SOURce]:EXTernal:DELay:STATE?
<b>External 13 MHz Off On</b>	[ :SOURce]:RADio:EDGE:EREFerence ON OFF 1 0 [ :SOURce]:RADio:EDGE:EREFerence?

Key	SCPI Command
Fall Delay	[ :SOURce]:RADio:EDGE:BURSt:SHAPE:FALL:DELaY <value> [ :SOURce]:RADio:EDGE:BURSt:SHAPE:FALL:DELaY?
	[ :SOURce]:RADio:EDGE:BURSt:SHAPE:FDELaY <value> [ :SOURce]:RADio:EDGE:BURSt:SHAPE:FDELaY?
Fall Time	[ :SOURce]:RADio:EDGE:BURSt:SHAPE:FALL:TIME <value> [ :SOURce]:RADio:EDGE:BURSt:SHAPE:FALL:TIME?
	[ :SOURce]:RADio:EDGE:BURSt:SHAPE:FTIME <value> [ :SOURce]:RADio:EDGE:BURSt:SHAPE:FTIME?
Filter	[ :SOURce]:RADio:EDGE:FiLTER RNYQuist NYQuist GAUSSian RECTangle IS95 IS95_EQ IS95_MOD IS95_MOD_EQ EDGE WCDMA " <user FIR>" [ :SOURce]:RADio:EDGE:FiLTER??
Filter Alpha	[ :SOURce]:RADio:EDGE:ALPHa <value> [ :SOURce]:RADio:EDGE:ALPHa?
Filter BbT	[ :SOURce]:RADio:EDGE:BBT <value> [ :SOURce]:RADio:EDGE:BBT?
Filter Symbols	[ :SOURce]:RADio:EDGE:BBT <value> [ :SOURce]:RADio:EDGE:BBT?
FIX4	[ :SOURce]:RADio:EDGE:DATA FIX4 [ :SOURce]:RADio:EDGE:DATA:FIX4 <0-15> [ :SOURce]:RADio:EDGE:DATA:FIX4?
	[ :SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:CUSTom FIX4 [ :SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:CUSTom:FIX4 <0-15> [ :SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:CUSTom:FIX4?
	[ :SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:NORMal:ENCRyption FIX4 [ :SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:NORMal:ENCRyption:FIX4 <0-15> [ :SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:NORMal:ENCRyption:FIX4?
Frame Repeat Single Cont	[ :SOURce]:RADio:EDGE:REPeat SINGLE CONTInuous [ :SOURce]:RADio:EDGE:REPeat?
Frame Trigger	[ :SOURce]:RADio:EDGE:TRIGger[:SOURce] KEY EXT BUS [ :SOURce]:RADio:EDGE:TRIGger[:SOURce]?
Freq Channels Off On	[ :SOURce]:RADio:EDGE:FCHannel[:STATe] ON OFF 1 0 [ :SOURce]:RADio:EDGE:FCHannel[:STATe]?
Freq Dev	[ :SOURce]:RADio:EDGE:MODulation:FSK[:DEVIation] <val><unit> [ :SOURce]:RADio:EDGE:MODulation:FSK[:DEVIation]?

Key	SCPI Command
<b>G</b>	[ :SOURce ] :RADio :EDGE :SLOT0   [ 1 ]   2   3   4   5   6   7 :CUSTom : GUARd <24 or 27 bit pattern> [ :SOURce ] :RADio :EDGE :SLOT0   [ 1 ]   2   3   4   5   6   7 :CUSTom :GUARd?
	[ :SOURce ] :RADio :EDGE :SLOT0   [ 1 ]   2   3   4   5   6   7 :NORMAl : GUARd <24 or 27 bit pattern> [ :SOURce ] :RADio :EDGE :SLOT0   [ 1 ]   2   3   4   5   6   7 :NORMAl :GUARd?
<b>Gaussian</b>	[ :SOURce ] :RADio :EDGE :FILTer GAUSSian
<b>Gray Coded QPSK</b>	[ :SOURce ] :RADio :EDGE :MODulation [ :TYPE ] GRAYQPSK
<b>I/Q Scaling</b>	[ :SOURce ] :RADio :EDGE :IQ :SCALE <value> [ :SOURce ] :RADio :EDGE :IQ :SCALE?
<b>IS-95</b>	[ :SOURce ] :RADio :EDGE :FILTer IS95
<b>IS-95 Mod</b>	[ :SOURce ] :RADio :EDGE :FILTer IS95_MOD
<b>IS-95 Mod w/EQ</b>	[ :SOURce ] :RADio :EDGE :FILTer IS95_MOD_EQ
<b>IS-95 w/EQ</b>	[ :SOURce ] :RADio :EDGE :MODulation [ :TYPE ] IS95_EW
<b>IS95 OQPSK</b>	[ :SOURce ] :RADio :EDGE :MODulation [ :TYPE ] IS95OQPSK
<b>IS95 QPSK</b>	[ :SOURce ] :RADio :EDGE :MODulation [ :TYPE ] IS95QPSK
<b>Modulation Type</b>	[ :SOURce ] :RADio :EDGE :MODulation [ :TYPE ] BPSK   QPSK   IS95QPSK   GRAYQPSK   OQPSK   IS95OQPSK   P4DQPSK   PSK8   PSK16   D8PSK   MSK   FSK2   FSK4   FSK8   FSK16   C4FM   QAM4   QAM16   QAM32   QAM64   QAM256   EDGE   UIQ   UFSK [ :SOURce ] :RADio :EDGE :MODulation [ :TYPE ] ?
<b>MSK</b>	[ :SOURce ] :RADio :EDGE :MODulation [ :TYPE ] MSK
<b>Normal</b>	[ :SOURce ] :RADio :EDGE :SLOT0   [ 1 ]   2   3   4   5   6   7 [ :TYPE ] NORMAL
<b>Normal All</b>	[ :SOURce ] :RADio :EDGE :SLOT0   [ 1 ]   2   3   4   5   6   7 [ :TYPE ] NORMAL_ALL
<b>Nyquist</b>	[ :SOURce ] :RADio :EDGE :FILTer NYQuist
<b>Offset Q Off On</b>	:MEMory :DATA :UIQ "<file name>" , offsetQ , num_states , i0 , q0 , i1 , q1 , ... [ , diff_state , num_diff_states , diff0 , diff1 , ... ]
<b>Optimize FIR For EVM ACP</b>	[ :SOURce ] :RADio :EDGE :CHANnel EVM   ACP [ :SOURce ] :RADio :EDGE :CHANnel?
<b>OQPSK</b>	[ :SOURce ] :RADio :EDGE :MODulation [ :TYPE ] OQPSK
<b>Pattern Repeat Single Cont</b>	[ :SOURce ] :RADio :EDGE :REPeat SINGLE   CONTinuous [ :SOURce ] :RADio :EDGE :REPeat?
<b>Pattern Trigger</b>	[ :SOURce ] :RADio :EDGE :TRIGger [ :SOURce ] KEY   EXT   BUS [ :SOURce ] :RADio :EDGE :TRIGger [ :SOURce ] ?
<b>PCS Base</b>	[ :SOURce ] :RADio :EDGE :FCHannel :BAND BPCS



Key	SCPI Command
<b>PCS Mobile</b>	[ :SOURce]:RADio:EDGE:FCHannel:BAND MPCS
<b>P-GSM Base</b>	[ :SOURce]:RADio:EDGE:FCHannel:BAND BPGSm
<b>P-GSM Mobile</b>	[ :SOURce]:RADio:EDGE:FCHannel:BAND MPGSm
<b>Phase Dev</b>	[ :SOURce]:RADio:EDGE:MODulation:MSK[:PHASe] <val><unit> [ :SOURce]:RADio:EDGE:MODulation:MSK[:PHASe]?
<b>Phase Polarity Normal Invert</b>	[ :SOURce]:RADio:EDGE:POLarity[:ALL] NORMal INVerted [ :SOURce]:RADio:EDGE:POLarity[:ALL]?
<b>PN9</b>	[ :SOURce]:RADio:EDGE:DATA PN9 [ :SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:CUSTom PN9 [ :SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:NORMal: ENCryption PN9
<b>PN15</b>	[ :SOURce]:RADio:EDGE:DATA PN15 [ :SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:CUSTom PN15 [ :SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:NORMal: ENCryption PN15
<b>QPSK</b>	[ :SOURce]:RADio:EDGE:MODulation[:TYPE] QPSK
<b>Recall Secondary Frame State</b>	[ :SOURce]:RADio:EDGE:SECondary:RECall
<b>Rectangle</b>	[ :SOURce]:RADio:EDGE:FILTer RECTangle?
<b>Restore EDGE Factory Default</b>	[ :SOURce]:RADio:EDGE:DEFault
<b>R-GSM Base</b>	[ :SOURce]:RADio:EDGE:FCHannel:BAND BRGSm
<b>R-GSM Mobile</b>	[ :SOURce]:RADio:EDGE:FCHannel:BAND MRGSm
<b>Rise Delay</b>	[ :SOURce]:RADio:EDGE:BURSt:SHAPE:RISE:DELay <value> [ :SOURce]:RADio:EDGE:BURSt:SHAPE:RISE:DELay?
	[ :SOURce]:RADio:EDGE:BURSt:SHAPE:RDELay <value> [ :SOURce]:RADio:EDGE:BURSt:SHAPE:RDELay?
<b>Rise Time</b>	[ :SOURce]:RADio:EDGE:BURSt:SHAPE:RISE:TIME <value> [ :SOURce]:RADio:EDGE:BURSt:SHAPE:RISE:TIME?
	[ :SOURce]:RADio:EDGE:BURSt:SHAPE:RTIME <value> [ :SOURce]:RADio:EDGE:BURSt:SHAPE:RTIME?
<b>Root Nyquist</b>	[ :SOURce]:RADio:EDGE:FILTer RNYQuist
<b>S</b>	[ :SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:NORMal: STeal <1 bit_pattern> [ :SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:NORMal:STeal?
<b>Save Secondary Frame State</b>	[ :SOURce]:RADio:EDGE:SECondary:SAVE

Key	SCPI Command
<b>Secondary Frame Off On</b>	[ :SOURce]:RADio:EDGE:SECondary[:STATE] ON OFF 1 0 [:SOURce]:RADio:EDGE:SECondary[:STATE]?
<b>Secondary Frame Trigger</b>	[ :SOURce]:RADio:EDGE:SECondary:TRIGger[:SOURce] KEY EXT BUS [:SOURce]:RADio:EDGE:SECondary:TRIGger[:SOURce]?
<b>Select File</b>	[ :SOURce]:RADio:EDGE:DATA "<file name>" [:SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7: CUSTom "<file name>" [:SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:NORMAl: ENCRyption "<file name>" [:SOURce]:RADio:EDGE:BURSt:SHAPE[:TYPE] "<file name>"
<b>Sine</b>	[ :SOURce]:RADio:EDGE:BURSt:SHAPE[:TYPE] SINE
<b>Symbol Rate</b>	[ :SOURce]:RADio:EDGE:SRATE <value> [:SOURce]:RADio:EDGE:SRATE?
<b>Sync Out</b>	[ :SOURce]:RADio:EDGE:SOUT?
<b>Sync Out Offset</b>	[ :SOURce]:RADio:EDGE:SOUT:OFFSet <value> [:SOURce]:RADio:EDGE:SOUT:OFFSet?
<b>T1, T2</b>	[ :SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:NORMAl: T1 <9 bit_pattern> [:SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:NORMAl:T1?
	[ :SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:NORMAl: T2 <9 bit_pattern> [:SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:NORMAl:T2?
<b>Timeslot Ampl Main Delta</b>	[ :SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:POWER MAIN DELTA [:SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:POWER?
<b>Timeslot Off On</b>	[ :SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:STATE ON OFF 1 0 [:SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:STATE?
<b>Timeslot Type</b>	[ :SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7[:TYPE] CUSTom  NORMAl NORMAl_ALL :SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7[:TYPE]?
<b>Trigger In Polarity Neg Pos</b>	:TRIGger[:SEquence]:SLOPE POSitive NEGative :TRIGger[:SEquence]:SLOPE?
<b>Trigger Key</b>	[ :SOURce]:RADio:EDGE:TRIGger[:SOURce] KEY [:SOURce]:RADio:EDGE:SECondary:TRIGger[:SOURce] KEY
<b>TS</b>	[ :SOURce]:RADio:EDGE:SLOT0 1 2 3 4 5 6 7:NORMAl: TSEquence TSC0 TSC1 TSC2 TSC3 TSC4 TSC5 TSC6  TSC7 <bit_pattern> [:SOURce]:RADio:EDGE:SLOT0 1 2 3 4 5 6 7:NORMAl:TSEquence?
<b>TSC0 - TSC7</b>	[ :SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:NORMAl: TSEquence TSC0 TSC1 TSC2 TSC3 TSC4 TSC5 TSC6 TSC7 [:SOURce]:RADio:EDGE:SLOT0 [1] 2 3 4 5 6 7:NORMAl:TSEquence?

Key	SCPI Command
<b>User FIR</b>	[:SOURce]:RADio:EDGE:FiLTer "<file name>"
<b>User FSK</b>	[:SOURce]:RADio:EDGE:MODulation:UFSK "<file name>" [:SOURce]:RADio:EDGE:MODulation:UFSK? [:SOURce]:RADio:EDGE:MODulation[:TYPE] UFSK
<b>User I/Q</b>	[:SOURce]:RADio:EDGE:MODulation:UIQ "<file name>" [:SOURce]:RADio:EDGE:MODulation:UIQ? [:SOURce]:RADio:EDGE:MODulation[:TYPE] UIQ



# 7 Programming Examples

The following section provides a programming example to help you understand how to build automated tests using the EDGE communications standard.

## Generating an EDGE $3\pi/8$ Rotating 8PSK Modulation Sensitivity Bit Error Test

In this example, the signal generator is configured to the initial settings of an EDGE  $3\pi/8$  rotating 8PSK Modulation Sensitivity Bit Error test. The carrier frequency is 940 MHz at 40 dBuV (displayed in dBm). The EDGE format is initially set with default values which can be changed once the setup is complete.

CLEAR and RESET the controller, type the following commands and RUN the program.

```

10 !*****
20 !
30 ! PROGRAM NAME:   EDGE Rev.   2A796
40 !
50 ! PROGRAM DESCRIPTION:  In this example, the instrument is
60 ! configured to the initial settings of an EDGE 3p/8 rotating 8PSK
70 ! modulation sensitivity bit error test.  The carrier is a
80 ! frequency of 940 MHz at 40 dBuV (displayed in dBm).  The
90 ! EDGE format is initially set with default values which can
100 ! be changed once the setup is complete.
110 !
120 !

130 !  the program:
140 !
150 !*****

160 !
170 Sig_gen=719
180 LOCAL Sig_gen
190 CLEAR Sig_gen
200 CLEAR SCREEN
210 OUTPUT Sig_gen;"*RST"
220 OUTPUT Sig_gen;"*CLS"
230 ! *****
240 OUTPUT Sig_gen;"FREQ .940 GHz"
250 OUTPUT Sig_gen;"POW 40 dBuV"
260 OUTPUT Sig_gen;"RAD:EDGE:BURS:STAT ON"
270 OUTPUT Sig_gen;"RAD:EDGE:SLOT0:TYPE NORM"
280 OUTPUT Sig_gen;"RAD:EDGE:SLOT0:STAT ON"
290 ! *****
300 OUTPUT Sig_gen;"RAD:EDGE:STAT ON"
310 ! *****
320 OUTPUT Sig_gen;"OUTP ON"
330 ! *****
340 LOCAL Sig_gen
350 PRINT
360 PRINT "Wait until the `Baseband Data Generation' is complete, then ..."
370 PRINT
380 WAIT 5
390 PRINT "... Press the `Amplitude' key to enable the UP/DWN arrows"
400 PRINT "and RPG knob in order to adjust the output power level."
410 PRINT
420 WAIT 5
430 PRINT "Press RUN to start again."
440 END

```

## Program Comments

**Table 7-1**

10 to 160:	Title and program description
170:	Assigns the signal generator's HP-IB address to a variable.
180 to 200:	Sets the signal generator in LOCAL mode, and clears the controller's display.
210:	Sets the signal generator to a defined state for programming.
220:	Clears the signal generator's Status Byte Register.
230:	Program border
240:	Sets the signal generator's output carrier frequency to 940 MHz.
250:	Sets the signal generator's output carrier power to 40 dBuV.
260:	Turns on frame burst.
270:	Configures the downlink timeslot 0 as a normal channel type.
280:	Turns on timeslot 0.
290:	Program border
300:	Enables EDGE modulation.
310:	Program border
320:	Turns on the RF output power.
330:	Program border
340:	Returns the signal generator to LOCAL mode.
350 to 370:	Prints a message to the controller's display.
380:	Waits 5 seconds.
390 to 410:	Prints a message to the controller's display.
420:	Waits 5 seconds.
430:	Prints a message to the controller's display.
440:	Ends the program.





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